

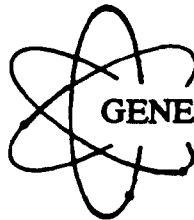


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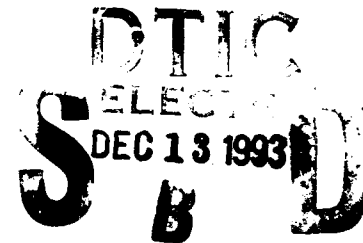
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GENERALIZED COMPUTER PROGRAM

**HECLIB**

Programmer's Manual



August 1987

93-30142



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**HECLIB**

# **Programmer's Manual**

**August 1987**

Hydrologic Engineering Center  
US Army Corps of Engineers  
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Davis, CA 95616-4687

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CPD-58

### Preface

This manual provides documentation for the FORTRAN 77 version of HECLIB. Programs accessing these subroutines must be linked with the FORTRAN 77 version of HECLIB, not the FORTRAN 66 version.

This documentation reflects the library as of July, 1987. HECLIB libraries created prior to this may not have all the subroutines listed in this manual. This document was written by William Charley.

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# Subroutine Index

## HECLIB Programmers Manual

### 1 Introduction

This document provides programmers information on the various subroutines in the library HECLIB. These subroutines are designed to be called by programs written in FORTRAN 77. The reader of this document should have a working knowledge of FORTRAN.

HECLIB has been fully implemented for Harris computers and MS-DOS microcomputers. The library is written in FORTRAN 77 and assembly language. The Microsoft FORTRAN V4.0 compiler was used for the MS-DOS version of this library. HECLIB has been partially implemented for other computers and other compilers on the microcomputer. Several subroutines are written in assembly language to utilize computer capabilities not directly accessible by FORTRAN. These capabilities primarily include I-O for files and terminals.

#### 1.1 Machine Specifics

##### 1.1.1 Harris Computers

HECLIB subroutines are accessed by linking in the FORTRAN 77 version of HECLIB. The location of the library may vary on different machines, but most often it can be found in either qualifier 2000SYSS (2000SYSS\*HECLIB), or HLIB (HLIB\*HLIB77). Note that there are FORTRAN 66 versions of HECLIB that will not work with programs using these FORTRAN 77 calls. A typical compilation and linking is as follows:

```
SAUF77 MYSOURCE
VU.R MYPROG
LIB 2000SYSS*HECLIB *LIBERY
BEGIN
```

##### 1.1.2 Microcomputers Using MS-DOS

HECLIB has been fully implemented on microcomputers with Microsoft FORTRAN Version 4.0. (HECLIB is incompatible with earlier versions of this compiler.) The library has been partially implemented for Lahey and Ryan-McFarland (Professional FORTRAN) compilers. The subroutines which have been implemented for Lahey and Ryan-McFarland compilers are the general ones found at the beginning of each section (they do not include those listed as MS-DOS specific).

All subroutines are compiled with a word length of INTEGER\*2, except for a few specific subroutines. Programs accessing subroutines in HECLIB should either be compiled with a ? byte integer word default (MS FORTRAN option /4I2), or with integer and logical variable declared as INTEGER\*2

(except where noted otherwise). An exception to this are the julian dates and the time interval used in several of the time and date routines, and disk positioning variables used in several of the disk I-O subroutines. These variables must be passed as INTEGER\*4.

The Microsoft version of HECLIB is named HECLIBMS.LIB. The library assumes the large memory model and that the math co-processor is optional (option /Fpi). A typical compilation and linking of program using this library is as follows:

```
FL /c /4I2 /Gt /Od /Fpi myfile.for  
LINK myfile,,,HECLIBMS
```



## 2 File Input-Output and Handling Subroutines

The following section describes the HECLIB subroutines that are generally used in the Input-Output and handling of files. This includes subroutines for connecting files to programs, renaming, creating, deleting files, as well as direct access to assembly I-O. Some subroutines (e.g., ATTACH, GIOP) are applicable to terminal I-O as well as for files.

For Harris computers, the GIOP (General I-O Processing) provides access to all the low level I-O functions. On MS-DOS microcomputers, the disk-buffer I-O subroutines use low level I-O to read or write single lines, considerably faster than what may be obtained through FORTRAN I-O. Some of the file positioning used for the MS-DOS subroutines use INTEGER\*4 words.

## 2.1 ATTACH - Attach Files to Units via Execution Line Parameters

### Purpose:

Subroutine ATTACH uses information on the program execution line to open files, or pass execution line information to the program. This allows the program user to either connect his or her own files with the program, or to use the program's default files. File names and information are passed on the execution line by a keyword followed by an equal sign (=), then the file name or information. For example:

MYPROG INPUT=MYDATA OUTPUT=MYOUT

If the user enters a question mark (?) directly after the program name, ATTACH will print all keywords and default file names then stop.

If the computer system cannot provide the execution line to the ATTACH subroutine, the files names will be prompted for.

ATTACH is designed to be called at the beginning of the program. A call to subroutine ATTEND must follow the last call to ATTACH. Subroutine ATTSET may be called prior to the first call to ATTACH to have the program version or other information printed when the user enters a question mark on the execution line.

### Calling Sequence:

CALL ATTACH (IUNIT, CKEYWD, CDEFLT, CONTRL, CNAME, IOSTAT)

### Declarations:

INTEGER IUNIT, IOSTAT  
CHARACTER CKEYWD, CDEFLT, CONTRL, CNAME

### Argument Description:

IUNIT	(Input) The unit number to open the specified file with. If execution line information only is to be passed to the program, this argument is ignored.
CKEYWD	(Input) The keyword that identifies the file to open, or the information to pass. The keyword is given on the execution line (or is used in the prompt) to identify the file to open. In the above example "INPUT", and "OUTPUT" are keywords. A keyword must not contain blanks, but may be abbreviated (as long as the abbreviation is unique).

**CDEFLT** (Input) The default file to open, or information to pass, if the user does not specify the keyword on the execution line. The default name may be a special reserved name to connect certain files. The default 'STDIN' will connect to the standard input, and 'STDOUT' will connect to the standard output. A list of the reserved names follows (under Notes).

**CONTRL** (Input) This character string defines the file parameters that are generally used in a OPEN statement. Parameters are separated by either a comma or a blank. To use all default values for CONTRL, provide a blank string (' ') (this is the same as CONTRL='A-S,F-F,P-N,S-U'). Refer to the OPEN statement in your FORTRAN manual for further information on the following parameters. The following control parameters are recognized by ATTACH:

Parameter	Description
-----------	-------------

A	Access. The file access (either Sequential or Direct) is specified by either A=S, or A=D. If a file is specified as direct, the record length must follow the "D", separated by a forward slash (/). For example, to open a direct access file with a record length of 512 bytes, CONTRL would be 'A=D/512'. If no Access parameter is specified, the default is sequential. (See the ACCESS and RECL parameters in the FORTRAN OPEN documentation.)
---	--

F	Form. To indicate whether the file is being opened for formatted or unformatted I-O specify either F=U or F=F. If no form is specified, the default is formatted.
---	---

NOP.	No operation. No files are to be opened; Information only is to be passed to the program from the execution line.
------	---

P	Prompt. Where a file name is required and was omitted on the execution line, it may be prompted for during the execution of the program. This is controlled by either a 'P=Y' for yes, or a 'P=N' for no. If no is used, the the default file (CDEFLT) will automatically be opened. The default is no.
---	---

S	Status. The status of the file (New, Old, Scratch, or Unknown) is specified by either S=N, S=O, S=S, or S=U. If the status is new, and the file exists, then the user will be prompted for a decision of overwriting the file. The default status is Unknown. (See the STATUS parameter in the FORTRAN OPEN documentation.)
---	---

**CNAME** (Output) CNAME is returned with the name of the file opened (either the specified or the default name), or the information that was obtained from the execution line. CNAME must be declared long enough to hold the longest name that might be used.

**IOSTAT** (Output) A status parameter indicating the successfulness of the OPEN. If IOSTAT is less than or equal to zero, then the OPEN was successful. If IOSTAT is greater than zero, an error occurred, and the value of IOSTAT corresponds to the IOSTAT values given in the OPEN statement of the FORTRAN manual. The successful IOSTAT values are:

IOSTAT	Description
0	Open performed successfully. The default file name was used.
-1	Open performed successfully. This file was specified on the execution line.
-2	Open performed successfully. All default files were used (no keywords were given on the execution line).
-10	The user entered a question mark (?) on the execution line to determine the keywords and default file names. No files are opened, and no information is passed. The program will stop when the call to ATTEND is reached.

Remarks:

ATTACH will WIND a file when the file name specified is preceded by a plus sign (+). This will cause any information to be written to the file to be appended at the end of the file.

The subroutine ATTEND must be called after the last call to ATTACH. This indicates the stopping point when the user enters a question mark on the execution line (to obtain the keywords and default file names), or an unrecognized keyword is encountered. ATTSET may be called prior to the first call to ATTACH to pass information (such as the program version) to be printed when a question mark is entered on the execution line.

### Examples:

CHARACTER CNAME\*64, CDSSFI\*64, CYEAR\*4

```
CALL ATTSET ('MYPROG: December 31, 1980 Version')
CALL ATTACH (5, 'INPUT', 'STDIN', 'S=O', CNAME, ISTAT)
CALL ATTACH (6, 'OUTPUT', 'STDOUT', ' ', CNAME, ISTAT)
CALL ATTACH (8, 'TABLE1', '+MYTABLE', 'S=U/PR/OW', CNAME, ISTAT)
CALL ATTACH (9, 'SCRATCH1', 'SCRATCH1', ' ', CNAME, ISTAT)
CALL ATTACH (10, 'SCRATCH2', 'SCRATCH30', 'F=U', CNAME, ISTAT)
CALL ATTACH (0, 'YEAR', ' ', 'NOP', CYEAR, ISTAT)
CALL ATTACH (0, 'DSSFILE', ' ', 'NOP', CDSSFI, ISTAT)
CALL ATTEND
```

### Harris Notes:

#### CONTRL Parameters:

The file access may be specified in the "S" (status) CONTROL parameter to use when a file is created by ATTACH. This is accomplished by placing a slash following the U or N parameter, then the file access (those given in a Harris Map command). For example, to have the file created with public read, owner write, and owner delete access, enter the CONTRL parameter as:

'S=U/PR/OW/OD'

The default access level used is public read, public write and public delete.

A file may be created as unblocked or random access with the "A" (access) parameter for direct access files. To accomplish this, follow the record length with a slash (/) then a "U" (for unblocked) or a "R" (for random). For example, 'A=D/512/R'. The default is a unblocked file.

A file may be assigned in a exclusive or shared mode by use of the mode (M) parameter. An exclusive assignment is made with a 'M=E' control parameter. A shared assignment is made with a 'M=S' control parameter. The default is a normal assignment.

The above control parameters will be ignored on other systems.

#### Harris Reserved File Names (for CDEFLT):

STDIN is attached to unit 0.  
STDOUT is attached to unit 3.

SCRATCH1 through SCRATCH10 are attached to blocked work files W1 through W0 (W1, W2, W3, W4, W5, W6, W7, W8, W9, W0).

SCRATCH11 through SCRATCH20 are attached to blocked work files T1 through T0.

SCRATCH21 through SCRATCH30 are attached to blocked work files S1 through S0. (Caution: The S work files may not be accessible at some sites.)

SCRATCH31 through SCRATCH40 are attached to unblocked work files U1 through U0.

SCRATCH41 through SCRATCH50 are attached to unblocked work files H1 through H0. (Caution: The H work files may not be accessible at some sites.)

#### MS-DOS Notes:

STDIN is the keyboard and STDOUT is the screen, unless redirected (using > or <).

SCRATCH1 through SCRATCH999 will create files named SCRATCH with extensions of .001 through .999 in the default directory. These files are not eliminated at the end of the program execution unless they are declared scratch in the CONTRL parameter (S-S), or explicitly deleted in the CLOSE statement (e.g., CLOSE (UNIT=18,STATUS=DELETE)).

## 2.2 ATTEND - End of ATTACH Calls

### Purpose:

ATTEND must be called after the last ATTACH call. This indicates to ATTACH where to stop the program execution when the user enters a question mark on the execution line to print the program's keywords and default file names. Unrecognized keywords are also identified at this point.

### Calling Sequence:

CALL ATTEND

### 2.3 ATTSET - Set ATTACH Information

#### Purpose:

ATTSET provides a means of printing one line of information when the user enters a question mark on the execution line. This information is often the version date of the program. ATTSET must be called prior to the first call to ATTACH.

#### Calling Sequence:

CALL ATTSET (CLINE)

#### Declaration:

CHARACTER CLINE

#### Argument Description:

CLINE        (Input) The line of information to be printed out when a question mark is entered on the execution line. Up to 132 characters may be printed.

#### Example:

```
CALL ATTSET ('MYPROG: July 4, 1976; 5 reservoir limit')
CALL ATTACH (...)
```



## 2.4 WIND - Position to the End of File

### Purpose:

WIND positions a unit to the end of the file so that any writing to that unit will append to the file instead of replacing information in the file. WIND is the opposite of REWIND. WIND only operates on files (not on terminals).

### Calling Sequence:

CALL WIND (IUNIT)

### Declaration:

INTEGER IUNIT

### Argument Description:

IUNIT      (Input)    The unit number of the opened file to position to the end of file.

## 2.5 RECMAX - Determine the Number of Records (Lines) in a File

### Purpose:

Subroutine RECMAX determines the number of lines in a blocked file (or the number of sectors in an unblocked file for Harris computers).

### Calling Sequence:

CALL RECMAX (IUNIT, NRECS)

### Declarations:

INTEGER IUNIT, NRECS

### Argument Description:

IUNIT	(Input) The unit number connected to the file to determine the number of records (lines). The file must have been opened.
NRECS	(Output) The number of records (lines) in the file for a blocked file, or the number of sectors in the file for an unblocked file.

## 2.6 NUMLIN - Determine the Number of Lines in a File

### Purpose:

Integer function NUMLIN determines the number of lines in a file, given the file name. Use subroutine RECMAX to determine the number of lines in a file that has already been opened.

### Calling Sequence:

INUMB = NUMLIN (CNAME)

### Declarations:

CHARACTER CNAME  
INTEGER NUMLIN

### Argument Description:

CNAME        (Input)    The name of the file to find the number of lines.

NUMLIN       (Output)   The number of lines in file CNAME.

## 2.7 LISFIL - Determine If a Name is a Valid File Name

### Purpose:

Logical function LISFIL determines if a given name is a valid file name. LISFIL does not indicate if the file exists or not, just whether the name given meets the specifications for a file name.

### Calling Sequence:

LNAME = LISFIL (CNAME)

### Declarations:

CHARACTER CNAME  
LOGICAL LISFIL

### Argument Description:

CNAME      (Input)   The name to be checked.

LISFIL      (Output)  A logical flag returned .TRUE. if CNAME met the specifications for a file name.

## 2.8 GETNAM - Get the Name of an Opened File

### Purpose:

GETNAM returns the name of a file attached to a specified unit. This is identical to the FORTRAN INQUIRE statement for "NAME", except that on Harris computers the file name is returned in a usable form (see remarks).

### Calling Sequence:

```
CALL GETNAM (IUNIT, CNAME, IERR)
```

### Declarations:

```
CHARACTER CNAME  
INTEGER IUNIT, IERR
```

### Argument Description:

IUNIT	(Input) The unit number the file is attached to. The file must be assigned, but does not have to be opened.
CNAME	(Output) The name of the file attached to IUNIT.
IERR	(Output) A status parameter indicating the successfulness of the call. If IERR is returned as zero (0), CNAME contains the file name. On Harris computers, if IERR is returned as negative one (-1), the unit number is not attached to a file. If IERR is returned greater than one, the unit is attached to a physical device and IERR is the PDN (physical device number).

### Remarks:

The INQUIRE statement on the Harris does not return the name of a file in a way that is directly usable. GETNAM returns the name in a form that can be used in OPENS, ASSIGNS, etc.. For example, GETNAM will return a file name such as '0000SYS\*MYFILE'. On Harris computers, GETNAM calls LFNAME then rearranges the file name. On non-Harris computers, GETNAM does a direct INQUIRE.

### Example:

```
CALL GETNAM (9, CNAME, IERR)  
IF (IERR.NE.0) GO TO 100  
CLOSE (UNIT=9)  
OPEN (UNIT=12, FILE=CNAME, IOSTAT=ERR)
```

## 2.9 CCREAT - Create a File

### Purpose:

CCREAT creates a file. On Harris computers, the granule size and pack may be specified.

### Calling Sequence:

CALL CCREAT (CNAME, IGRAN, IPACK, ITYPE, IERR)

### Declarations:

CHARACTER CNAME  
INTEGER IGRAN, IPACK, ITYPE, IERR

### Argument Description:

CNAME	(Input) A character string containing the name of the file to create.
IGRAN	(Input) The granule size of the file to be created. If zero, the default size will be used.
IPACK	(Input) The pack number of where to generate the file. If zero, the default pack will be used.
ITYPE	(Input) A flag indicating the type of file to create. If ITYPE is zero, a blocked file will be created. If ITYPE is -1, an unblocked file will be created. If ITYPE is -2, a random access unblocked file will be created.
IERR	(Output) A status parameter indicating the successfulness of the call. If IERR is returned as zero, the file was created successfully.

### Remarks:

CCREAT is the same subroutine as the Harris CREATE subroutine, except that the file name is specified as a character string instead of a Hollerith array. CCREAT converts the file name to Hollerith, then calls the Harris CREATE subroutine. See the CREATE subroutine documentation in the Harris FORTRAN manual for more information.

## 2.10 CDELET - Delete a File

### Purpose:

CDELET eliminates a file. The user of the calling program must have delete access for the file.

### Calling Sequence:

```
CALL CDELET (CNAME, IERR)
```

### Declarations:

```
CHARACTER CNAME  
INTEGER IERR
```

### Argument Description:

CNAME	(Input) The name of the file to delete.
IERR	(Output) A status parameter indicating the successfulness of the delete. If IERR is returned as zero, the file was deleted.

### Remarks:

The file must not be opened or otherwise in use to delete it. Refer to the FORTRAN manual for error codes other than zero.

## 2.11 CRENAM - Rename a File

### Purpose:

CRENAM renames a file. The user of the calling program must have delete access for the file.

### Calling Sequence:

CALL CRENAM (COLDN, CNEWN, IERR)

### Declarations:

CHARACTER COLDN, CNEWN  
INTEGER IERR

### Argument Description:

COLDN	(Input)	The current name of the file to be renamed.
CNEWN	(Input)	The new name to be given to the file.
IERR	(Output)	A status parameter indicating the successfulness of the rename. If IERR is returned as zero, the file was renamed successfully.

### Remarks:

The file must not be opened or otherwise in use to rename it. Refer to the FORTRAN manual for error codes other than zero.



## Harris Specific Subroutines

### 2.12 GIOP - General Input-Output Processing (Harris)

#### Purpose:

Subroutine GIOP provides direct FORTRAN access to Harris assembly I-O functions. These functions include all read-write operations, and special terminal operations. They are described in the VOS I-O Services Reference Manual. This manual should be referred to when using GIOP.

Four versions of GIOP exist. The first, called GIOP, initiates a function that makes use of an input-output buffer. The second, named GIOPLW, does the same as the first, but then does a normal status call (which is often required to complete the function). GIOPLW will not return until the function has completed (or an error occurred). The third, called GIOPS, initiates a function that does not use an input-output buffer. The fourth, named GIOPSW, initiates the function as in GIOPS, but then does a status call. Example uses follow.

#### Calling Sequences:

##### GIOP Long Call:

```
CALL GIOP (IUNIT, IFUN, IBUFF, NBUFF, ISTAT)
```

##### GIOP Long Call with Wait (status):

```
CALL GIOPLW (IUNIT, IFUN, IBUFF, NBUFF, ISTAT)
```

##### GIOP Short Call:

```
CALL GIOPS (IUNIT, IFUN, ISTAT)
```

##### GIOP Short Call with Wait (status):

```
CALL GIOPSW (IUNIT, IFUN, ISTAT)
```

#### Declarations:

```
INTEGER IUNIT, IFUN, IBUFF(NBUFF), ISTAT
```

#### Argument Description:

IUNIT      (Input) The unit to perform the function on. The unit must be assigned prior to calling GIOP.

IFUN (Input) The function to perform. The functions are the octal numbers given in the VOS I-O Services Manual.

IBUFF (Input-Output) The buffer containing the information to be written, or the buffer in which to place the data read. IBUFF must always be an integer array, regardless of the type of data to be transferred.

NBUFF (Input) The number of words of IBUFF to transfer.

ISTAT (Output) A status parameter containing information regarding the success of the call. This is the information returned in the A register. ISTAT is rarely returned with zero, as several pieces of information are returned indicated by what bits are set. Subroutine CSTAT may be used to decode the status parameter.

Remarks:

The unit must always be assigned prior to calling GIOP. This is normally done through an ASSIGN service (not a FORTRAN OPEN).

Do not mix different I-O modes; If you call GIOP for I-O with a file, do not use any FORTRAN I-O until that file has been closed and reopened with a FORTRAN OPEN statement. An exception to this is terminal I-O, where usually both modes of I-O can be performed.

IBUFF must always be an integer array, regardless of the type of data being transferred. If another type of data is to be written, it must first be converted into an integer array. For example, if character data is to be written or read, that character variable can be equivalenced to IBUFF.

Refer to the VOS I-O Services Reference Manual for function codes.

### Example Calls:

The following list provide sample calls for the commonly used I-O services. The following calls assume that IBUFF has been dimensioned to NBUFF integer words, and NBUFF words are to be transferred.

Symbolic Read: CALL GIOPLW (IUNIT, '01, IBUFF, NBUFF, ISTAT)  
Symbolic Write: CALL GIOPLW (IUNIT, '02, IBUFF, NBUFF, ISTAT)  
Binary Read: CALL GIOPLW (IUNIT, '03, IBUFF, NBUFF, ISTAT)  
Binary Write: CALL GIOPLW (IUNIT, '04, IBUFF, NBUFF, ISTAT)  
Open (requires ASSIGN first): CALL GIOPSW (IUNIT, '13, ISTAT)  
Close: CALL GIOPSW (IUNIT, '14, ISTAT)  
Advance File: CALL GIOPSW (IUNIT, '16, ISTAT)  
Rewind File: CALL GIOPSW (IUNIT, '22, ISTAT)  
Move to Sector: CALL GIOPLW (IUNIT, '23, IDUM, NSECT, ISTAT)  
Dump Buffer: CALL GIOPSW (IUNIT, '24, ISTAT)  
Terminal Backstore: CALL GIOPLW (IUNIT, '27, IBUFF, NBUFF, ISTAT)  
Flush Buffer: CALL GIOPS (IUNIT, '37, ISTAT)  
Transmit Break: CALL GIOPSW (IUNIT, '50, ISTAT)  
Enable Hot Read: CALL GIOPLW (IUNIT, '51, IBUFF, NBUFF, ISTAT)  
Hot Read with Wait: CALL GIOPSW (IUNIT, '51, ISTAT)  
Hot Write: CALL GIOPLW (IUNIT, '52, IBUFF, NBUFF, ISTAT)  
Hot Read No Wait: CALL GIOPSW (IUNIT, '53, ISTAT)

## 2.13 CSTAT - Pick Apart an I-O Service Status (Harris)

### Purpose:

CSTAT is used to pick apart the status word returned from a system service I-O. (This is the status value returned by the subroutine GIOP.)

### Calling Sequence:

CALL CSTAT (ISTAT, IOK, LOK, LEOF, LOPEN, LXDISC, IWC, LWCNC)

### Declarations:

INTEGER ISTAT, IOK, IWC  
LOGICAL LOK, LEOF, LOPEN, LXDISC, LWCNC

### Argument Description:

ISTAT	(Input) The status word returned from the I-O call.
IOK	(Output) An integer flag indicating if the operation was successful. IOK is returned with zero (0) if the operation was completed, otherwise IOK is returned as one (1).
LOK	(Output) A logical flag indicating if the operation was successful. LOK is returned as .TRUE. if the operation was completed, otherwise LOK is returned .FALSE.. (Similar to IOK, except a logical flag).
LEOF	(Output) A logical flag that indicates if the I-O call reached the end of file. LEOF is returned .TRUE. if the end of file condition was met.
LOPEN	(Output) A logical flag indicating if the file is open or not. LOPEN is returned .TRUE. if the file is open.
LXDISC	(Output) A logical flag indicating if the last operation exceed a disc space bounds (either users, pack, or system disc space). LXDISC is returned .TRUE. if the disc space limit was reached.
IWC	(Output) Word Count. IWC is an integer variable indicating the number of words transferred on the I-O operation.
LWCNC	(Output) Word Count Not Complete. LWCNC is a logical flag that is returned .TRUE. if the number of words transferred in the I-O operation is incomplete.

## 2.14 CRETYP - Retype the Attributes of a File (Harris)

### Purpose:

CRETYP is the same subroutine as the Harris RETYPE subroutine, except that the file name is specified as a character instead of a Hollerith array.

### Calling Sequence:

```
CALL CRETYP (CNAME, IBITS, ILEVEL, IERR)
```

### Declarations:

```
CHARACTER CNAME  
INTEGER IBITS, ILEVEL, IERR
```

### Argument Description:

CNAME	(Input) A character string containing the name of the file to retype.
IBITS	(Input) The access bits to set. These bits contain information on the read, write, execute and delete access. See the system service \$RTYPE for information.
ILEVEL	(Input) The access level to set for the file.
IERR	(Output) A status parameter indicating the successfulness of the retype. If IERR is returned as zero, the file was retyped successfully.

### Remarks:

Converts the file name to Hollerith, then calls the Harris RETYPE subroutine. See the RETYPE subroutine documentation in the Harris FORTRAN manual for more information.

### Example:

Retype a file to public read, write, delete access:

```
CALL CRETYP ('RES*MYFILE', 116, 0 ,IERR)
```

## 2.15 IFTYPE - Determine the Type of File Assigned (Harris)

### Purpose:

Function IFYTYPE returns the type of file assigned to a unit. The different file types are blocked, unblocked, and random access. The file must be assigned, but does not have to be opened.

### Calling Sequence:

ITYPE = IFTYPE (IUNIT)

### Declarations:

INTEGER IFTYPE, IUNIT

### Argument Description:

IUNIT (Input) The unit number that the file is assigned to.

IFTYPE (Output) A flag indicating the type of file assigned. IFTYPE is returned with 5 possible values:

<u>Value</u>	<u>File Type</u>
0	Blocked
1	Unblocked
2	Random
-1	Unassigned
-2	Physical Device

## 2.16 CASSIG - Assign a Unit to a File (Harris)

### Purpose:

CASSIG is the same subroutine as the Harris ASSIGN subroutine, except that the file name is specified as a character instead of a Hollerith array.

### Calling Sequence:

```
CALL CASSIG (IUNIT, CNAME, IERR)
```

### Declarations:

```
CHARACTER CNAME  
INTEGER IUNIT, IERR
```

### Argument Description:

IUNIT	(Input) The unit number to assign the file to.
CNAME	(Input) A character string containing the name of the file to assign.
IERR	(Output) A status parameter indicating the successfulness of the assign. If IERR is returned as zero, the file was assigned successfully.

### Remarks:

Converts the file name to Hollerith, then calls the Harris ASSIGN subroutine. See the ASSIGN subroutine documentation in the Harris FORTRAN manual for more information.

## 2.17 ASSIGX - Assign a File in an Exclusive Mode (Harris)

### Purpose:

ASSIGX assigns a file in an exclusive mode on Harris computers. In this mode, no other users (or other units) may connect to the file until the assignment is broken. If the file is already assigned (any type of assignment) by another user, the exclusive assign will fail. The file may be a sequential access or direct access file.

### Calling Sequence:

CALL ASSIGX (IUNIT, CNAME, IERR)

### Declarations:

CHARACTER CNAME  
INTEGER IUNIT, IERR

### Argument Description:

IUNIT	(Input) The unit number to assign the file to.
CNAME	(Input) A character string containing the name of the file to assign.
IERR	(Output) A status parameter indicating the successfulness of the shared assign. If IERR is returned as zero, the file was assigned successfully. Error code 10 is returned if the file is assigned by some other user.

### Remarks:

If the file is already assigned (e.g., by another user), the assign will fail and return an error of 10. See the \$ASSIGN documentation in the VOS System Service's Manual for more information.



## 2.18 ASSIGS - Assign a File in a Shared Mode (Harris)

### Purpose:

ASSIGS assigns a direct access file for shared file operations on Harris computers. In this mode, two or more users may write to the file at the same time using record and file locks (see subroutine FLLKON). A file may be connected in this mode only if it is a Harris random file, and all other assignments are in the shared mode also.

### Calling Sequence:

CALL ASSIGS (IUNIT, CNAME, IERR)

### Declarations:

CHARACTER CNAME  
INTEGER IUNIT, IERR

### Argument Description:

IUNIT	(Input) The unit number to assign the file to.
CNAME	(Input) A character string containing the name of the file to assign.
IERR	(Output) A status parameter indicating the successfulness of the shared assign. If IERR is returned as zero, the file was assigned successfully. Error code 23 is returned if the file is assigned by some other user in a non-shared mode, or the file is not a direct access file.

### Remarks:

The system GEN file must specify the 'SHARED-FILES' capability. See the VOS Site Manager's Manual for more information.

If the file is assigned with a non-shared assignment (e.g., by another user), the assign will fail and return an error of 23. See the \$ASSIGN documentation in the VOS System Service's Manual for more information. See the FLLKON subroutine documentation for information on shared-assign use.

## 2.19 FLKON - Lock a Shared Access File (Harris)

### Purpose:

FLKON "locks" a file that has been assigned to a program in a shared access mode (see subroutine ASSIGS). This lock prevents any other program (who also have a shared assignment to that file) from reading or writing to the file until the lock is removed (using subroutine FLKOF).

### Calling Sequence:

CALL FLKON (IUNIT, IWAIT, ISTAT)

### Declarations:

INTEGER IUNIT, IWAIT, ISTAT

### Argument Description:

IUNIT	(Input) The unit number connected to the file. The file must be a random access file and must have been assigned in a shared access mode.
IWAIT	(Input) A flag indicating whether the subroutine should wait until the file is unlocked if it has already been locked by another user. If IWAIT is one (1), the subroutine will wait until the file has been unlocked. If IWAIT is zero (0), it will return immediately without locking the file (if unavailable).
ISTAT	(Output) A status parameter. If ISTAT is returned zero, the file was successfully locked, otherwise not.

### Remarks:

The file must be a unlocked or random access file, in a shared access mode. Refer to the VOS I/O Services manual, unlocked/random disc area I/O section (function code '25) for more information about file locking and return status codes.

## 2.20 FLLKOF - Unlock a Locked File (Harris)

### Purpose:

FLLKOF "unlocks" a file that has been locked by subroutine FLLKON, allowing other users to read and write to the file. Refer to subroutine FLLKON for more information.

### Calling Sequence:

CALL FLLKOF (IUNIT, ISTAT)

### Declarations:

INTEGER IUNIT, ISTAT

### Argument Description:

IUNIT	(Input) The unit number connected to the file. The file must be a random access file and must have been assigned in a shared access mode.
ISTAT	(Output) A status parameter. If ISTAT is returned zero, the file was successfully unlocked.

## MS-DOS Specific Subroutines

### 2.21 Disk-Buffer I-O (MS-DOS)

#### Purpose:

The Disk-buffer I-O subroutines provide fast I-O on files for MS-DOS microcomputers. These subroutines use an integer buffer to read or write a large amount of data at one time. The disk-buffer subroutines are on the order of five times faster than most FORTRAN I-O.

#### Subroutine Summary:

- DKBFOP - Open a file (must exist)
- DKBFCL - Create (or truncate) a file and open
- DKBFCL - Close the file
- DKBFRD - Read from the file
- DKBFWT - Write to the file
- DKBFPS - Position to a byte within the file

### 2.21.1 DKBFOP - Disk-Buffer Open (MS-DOS)

#### Purpose:

Open a file for disk-buffer I-O. The file must exist.

#### Calling Sequence:

CALL DKBFOP (IHANDL, CNAME, IBUFF, NBUFF, ISTAT)

#### Declarations:

INTEGER\*2 IHANDL, IBUFF(NBUFF), ISTAT  
CHARACTER CNAME

#### Argument Description:

IHANDL     (Output) The handle number given to the file. This is similar to a FORTRAN unit number, and must be used for all DKBF calls for that file. (Use a different handle variable for a different file).

CNAME       (Input) The name of the file to perform I-O on.

IBUFF       (Input-Output) An array used for buffering I-O, dimensioned to NBUFF. Typically, IBUFF is dimensioned to 2058, but may range from 74 to 8192. A larger buffer size generally gives faster I-O. This same array should be passed to the other DKBF subroutines for this file.

NBUFF       (Input) The dimension of IBUFF, in INTEGER\*2 words.

ISTAT       (Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.

## 2.21.2 DKBFCR - Disk-Buffer Create (or Truncate) File and Open (MS-DOS)

### Purpose:

Creates, then opens a new file for disk-buffer I-O. If the file already exists, any information in the file will be eliminated.

### Calling Sequence:

CALL DKBFCR (IHANDL, CNAME, IBUFF, NBUFF, ISTAT)

### Declarations:

INTEGER\*2 IHANDL, IBUFF(NBUFF), ISTAT  
CHARACTER CNAME

### Argument Description:

IHANDL (Output) The handle number given to the file. This is similar to a FORTRAN unit number, and must be used for all DKBF calls for that file. (Use a different handle variable for a different file).

CNAME (Input) The name of the file to perform I-O on.

IBUFF (Input-Output) An array used for buffering I-O, dimensioned to NBUFF. Typically, IBUFF is dimensioned to 2058, but may range from 74 to 8192. A larger buffer size generally gives faster I-O. This same array should be passed to the other DKBF subroutines for this file.

NBUFF (Input) The dimension of IBUFF, in INTEGER\*2 words.

ISTAT (Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.

### 2.21.3 DKBFCCL - Disk-Buffer Close (MS-DOS)

#### Purpose:

Closes the file (opened by DKBFOP or DKBFCR), dumping the buffer if necessary.

#### Calling Sequence:

CALL DKBFCCL (IHANDL, Ibuff, ISTAT)

#### Declarations:

INTEGER\*2 IHANDL, Ibuff(Nbuff), ISTAT

#### Argument Description:

IHANDL     (Input)   The handle number from DKBFOP or DKBFCR.

Ibuff      (Input)   The buffer array from DKBFOP or DKBFCR.

ISTAT      (Output)   A status parameter, set to zero if the call was successful. If the buffer was not initialized (with DKBFOP or DKBFCR), ISTAT is returned with a -3. Positive error codes may be found on page 6-42 of the DOS Technical Reference Manual.

#### Remarks:

A file opened by DKBFOP or DKBFCR should always be closed by this subroutine.

#### 2.21.4 DKBFRD - Disk-Buffer Read (MS-DOS)

##### Purpose:

Reads a single line from a file. The file must have been opened with either DKBFOP or DKBFCR.

##### Calling Sequence:

CALL DKBFRD (IHANDL, CLINE, NLINE, IBUFF, ISTAT)

##### Declarations:

INTEGER\*2 IHANDL, IBUFF(NBUFF), ISTAT, NLINE  
CHARACTER CLINE

##### Argument Description:

IHANDL     (Input)   The handle number from DKBFOP or DKBFCR.

CLINE       (Output)  The line read from the file. The number of characters returned will not be greater than the declared length of CLINE.

NLINE       (Output)  The number of characters in CLINE (the location of the last non-blank character). Characters beyond NLINE (and less the the length of CLINE) are blanked.

IBUFF       (Input-Output) The buffer array from DKBFOP or DKBFCR.

ISTAT       (Output)  A status parameter, set to zero if the call was successful. If at the end of the file, ISTAT is returned with a -1. If the buffer was not initialized (with DKBFOP or DKBFCR), ISTAT is returned with a -3. Positive error codes may be found on page 6-42 of the DOS Technical Reference Manual.

##### Remarks:

DKBFRD reads blocks of information from the file, NBUFF words at a time. The line returned is from this block (or buffer). Physical reads are done only when the line requested is outside of the current block.



## 2.21.5 DKBFWT - Disk-Buffer Write (MS-DOS)

### Purpose:

Writes a single line to a file. The file must have been opened with either DKBFOP or DKBFCL.

### Calling Sequence:

CALL DKBFWT (IHANDL, CLINE, IBUFF, ISTAT)

### Declarations:

INTEGER\*2 IHANDL, IBUFF(NBUFF), ISTAT  
CHARACTER CLINE

### Argument Description:

IHANDL (Input) The handle number from DKBFOP or DKBFCL.

CLINE (Input) The line to write to the file. The number of characters to write is implied by the length of CLINE (e.g., CLINE(1:20)).

IBUFF (Input-Output) The buffer array from DKBFOP or DKBFCL. Do not use the same buffer to read and write with.

ISTAT (Output) A status parameter, set to zero if the call was successful. If the buffer was not initialized (with DKBFOP or DKBFCL), ISTAT is returned with -3. Other error codes may be found on page 6-42 of the DOS Technical Reference Manual.

### Remarks:

DKBFWT writes blocks of information to the file, NBUFF words at a time. The line passed to DKBFWT is stored in the buffer. The buffer is not dumped to disk until a reference outside the block is requested, or the file is closed. It is important to close the file with DKBFCL to insure the buffer has been dumped.

Do not use the same buffer to read and write with.

## 2.21.6 DKBFPS - Disk-Buffer Position (MS-DOS)

### Purpose:

Positions to a specified byte in the file. DKBFPS will wind to the end of the file by setting IBYTE to -1, or return the current by position by setting IBYTE to 0. The file must have been opened with either DKBFOP or DKBFCR.

### Calling Sequence:

CALL DKBFPS (IHANDL, IBYTE, IPOS, IBUFF, ISTAT)

### Declarations:

INTEGER\*2 IHANDL, IBUFF(NBUFF), ISTAT  
INTEGER\*4 IBYTE, IPOS

### Argument Description:

IHANDL     (Input)   The handle number from DKBFOP or DKBFCR.

IBYTE       (Input)   The byte number to position to (where 1 is the first byte in the file). To position to the end of the file, set IBYTE to -1. To get the current position, set IBYTE to 0. IBYTE must be INTEGER\*4.

IPOS        (Output)   The resulting byte position (usually equal to IBYTE unless an error occurred or the position was requested. IPOS must be INTEGER\*4.

IBUFF       (Input-Output)   The buffer array from DKBFOP or DKBFCR.

ISTAT       (Output)   A status parameter, set to zero if the call was successful. If the buffer was not initialized (with DKBFOP or DKBFCR), ISTAT is returned with -3. Positive error codes may be found on page 6-42 of the DOS Technical Reference Manual.

### Remarks:

If reposition to a different block, the block (buffer) will be dumped to the disk.

## 2.22 OPENF - Open a File (MS-DOS)

### Purpose:

OPENF is a low-level subroutine that opens an old file. Refer to the Open function (3DH) in the DOS Technical Reference Manual for more information (page 6-126).

### Calling Sequence:

CALL OPENF (CNAME, IACCESS, IHANDL, ISTAT)

### Declarations:

CHARACTER CNAME  
INTEGER\*2 IACCESS, IHANDL, ISTAT

### Argument Description:

CNAME      (Input) The name of the file to open. This file name must be terminated by a zero value byte (e.g., CNAME//CHAR(0)).

IACCESS    (Input) The file access. The accesses are:  
            0 - Requires read access only.  
            1 - Requires write access only.  
            2 - Requires both read and write access.

IHANDL     (Output) The file handle. This is similar to the FORTRAN unit number, but the number is assigned by the open function.

ISTAT      (Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.

## 2.23 CREAT - Create a File (MS-DOS)

### Purpose:

CREAT is a low-level subroutine that creates and opens a new file or truncates an old file to zero length for preparation for writing. Refer to the CREAT function (3CH) in the DOS Technical Reference Manual for more information (page 6-122).

### Calling Sequence:

```
CALL CREAT (CNAME, IFATT, IHANDL, ISTAT)
```

### Declarations:

```
CHARACTER CNAME  
INTEGER*2 IFATT, IHANDL, ISTAT
```

### Argument Description:

CNAME	(Input) The name of the file to create (or truncate). This file name must be terminated by a zero value byte (e.g., CNAME//CHAR(0)).
IFATT	(Input) The file attributes, as described on page 5-11 of the DOS Technical Reference Manual. This should be set to zero for normal files.
IHANDL	(Output) The file handle. This is similar to the FORTRAN unit number, but the number is assigned by the create function.
ISTAT	(Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.

## 2.24 CLOSF - Close a File (MS-DOS)

### Purpose:

CLOSF is a low-level subroutine that closes a file opened by OPENF or CREAT. Refer to the Close function (3EH) in the DOS Technical Reference Manual for more information (page 6-136).

### Calling Sequence:

CALL CLOSF (IHANDL, ISTAT)

### Declarations:

INTEGER\*2 IHANDL, ISTAT

### Argument Description:

IHANDL	(Input) The file handle from OPENF or CREAT.
ISTAT	(Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.

## 2.25 READF - Read From a File (MS-DOS)

### Purpose:

READF is a low-level subroutine that reads an integer buffer from a file opened by OPENF or CREAT. READF does not read individual lines, but a specified number of bytes. Refer to the Read function (3FH) in the DOS Technical Reference Manual for more information (page 6-137).

### Calling Sequence:

CALL READF (IHANDL, IBUFF, NBYTES, ISTAT, NTRANS)

### Declarations:

INTEGER\*2 IHANDL, IBUFF, NBYTES, ISTAT, NTRANS

### Argument Description:

IHANDL	(Input)	The file handle from OPENF or CREAT.
IBUFF	(Output)	An integer buffer to contain the information read.
NBYTES	(Input)	The number of bytes to read.
ISTAT	(Output)	A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.
NTRANS	(Output)	The number of bytes actually read. NTRANS will be less than NBYTES if the end of file position was reached. NTRANS will be zero if the file position was at the end of file.

## 2.26 WRITE - Write to a File (MS-DOS)

### Purpose:

WRITE is a low-level subroutine that writes an integer buffer to a file opened by OPENF or CREAT. WRITE does not write individual lines, but a specified number of bytes. Refer to the Write function (40H) in the DOS Technical Reference Manual for more information (page 6-139).

### Calling Sequence:

CALL WRITE (IHANDL, Ibuff, NBYTES, ISTAT, NTRANS)

### Declarations:

INTEGER\*2 IHANDL, Ibuff, NBYTES, ISTAT, NTRANS

### Argument Description:

IHANDL	(Input)	The file handle from OPENF or CREAT.
Ibuff	(Input)	The integer buffer to be written.
NBYTES	(Input)	The number of bytes to write.
ISTAT	(Output)	A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.
NTRANS	(Output)	The number of bytes actually written.

## 2.27 SEEKF - Move the File Pointer (MS-DOS)

### Purpose:

SEEKF is a low-level subroutine that moves the file pointer to a specified location for files opened by OPENF or CREAT. Refer to the LSEEK function (42H) in the DOS Technical Reference Manual for more information (page 6-143).

### Calling Sequence:

CALL SEEKF (IHANDL, IMODE, IOFSET, IPOS, ISTAT)

### Declarations:

INTEGER\*2 IHANDL, IMODE, ISTAT  
INTEGER\*4 IOFSET, IPOS

### Argument Description:

IHANDL	(Input)	The file handle from OPENF or CREAT.
IMODE	(Input)	The mode of the offset. IMODE has three possible values: <ul style="list-style-type: none"><li>0 - The offset is from the beginning of the file.</li><li>1 - The offset is from the current location.</li><li>2 - The offset is from the end of the file.</li></ul>
IOFSET	(Input)	The number of bytes to move. <u>This must be an INTEGER*4 number.</u>
IPOS	(Output)	The resulting file byte position after the move. <u>This must be an INTEGER*4 variable.</u>
ISTAT	(Output)	A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.



## 2.28 ERASF - Erase a File (MS-DOS)

### Purpose:

ERASF erases the specified file(s). The name specified may contain wild characters to erase all files that match the parts specified. Refer to the Delete function (13H) in the DOS Technical Reference Manual for more information (page 6-74).

### Calling Sequence:

CALL ERASF (CNAME, ISTAT)

### Declarations:

CHARACTER CNAME  
INTEGER\*2 ISTAT

### Argument Description:

CNAME	(Input) The name of the file to delete (or name with wild characters). This name must be terminated by a zero value byte (e.g., CNAME//CHAR(0)).
ISTAT	(Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.

## 2.29 RNAME - Rename a File (MS-DOS)

### Purpose:

RNAME renames a file(s). The file names may contain the wild characters used by DOS to rename several files with matching parts. Refer to the Rename function (17H) in the DOS Technical Reference Manual for more information (page 6-79).

### Calling Sequence:

CALL RNAME (COLDN, CNEWN, ISTAT)

### Declarations:

CHARACTER COLDN, CNEWN  
INTEGER\*2 ISTAT

### Argument Description:

COLDN	(Input) The current name of the file (or name with wild characters). This name must be terminated by a zero value byte (e.g., COLDN//CHAR(0)).
CNEWN	(Input) The new name to give the file (or name with wild characters). This name must be terminated by a zero value byte (e.g., CNEWN//CHAR(0)).
ISTAT	(Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.

## 2.30 CHMOD - Change a File Mode (MS-DOS)

### Purpose:

CHMOD is a low-level subroutine that changes a files mode. Refer to the CHMOD function (43H) in the DOS Technical Reference Manual for more information (page 6-145).

### Calling Sequence:

CALL CHMOD (CNAME, IFATT, IFUN, ISTAT)

### Declarations:

CHARACTER CNAME  
INTEGER\*2 IFATT, IFUN, ISTAT

### Argument Description:

CNAME	(Input) The name of the file whose mode is to be changed. This file name must be terminated by a zero value byte (e.g., CNAME//CHAR(0)).
IFATT	(Input or Output) The file attributes, as described on page 5-11 of the DOS Technical Reference Manual.
IFUN	(Input) If IFUN is set to zero, the file's attribute is returned in IFATT. If IFUN is set to one, the file attributes will be set according to IFATT.
ISTAT	(Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.

### 3 Terminal Input-Output and Control Subroutines

The following chapter describes the subroutines that are designed for terminal input-output and control of the terminal screen. This includes reading and writing single characters (as opposed to complete lines as required by FORTRAN), and full screen control of the terminal. These items are available for both Harris and MS-DOS computers.

On Harris computers, terminal I-O is accomplished with the CHRIO (Hot-Read) subroutines. Screen control is provided for terminals that meet ANSI standards with subroutine ASCTRL. At this time there are no provisions for non-ANSI terminals.

On MS-DOS microcomputers, terminal I-O is accomplished with the subroutines STDIN and STDOUT. (The CHRIO subroutines have been implemented for the microcomputer using calls to these routines.) The screen is controlled with either the Video routines (those that begin with the letter "V"), or the PUF routines. The video subroutines perform functions such as scrolling the screen, clearing the screen, positioning the cursor, etc.. The PUF subroutines provide a means of creating windows and changing colors or attributes of specific portions of the screen.

### 3.1 ANREAD - Perform a Prompted Read

#### Purpose:

ANREAD writes a prompt to the terminal screen, then reads from the terminal without an intervening carriage return and line feed. ANREAD will read from the different port types or from a file input.

#### Calling Sequence:

CALL ANREAD (IUNIT, CPROMPT, NPROMPT, CLINE, NLINE)

#### Declarations:

CHARACTER CPROMPT, CLINE  
INTEGER IUNIT, NPROMPT, NLINE

#### Argument Description:

IUNIT	(Input) The unit number to prompt and read from. This unit may be connected to either a file or a terminal (or console).
CPROMPT	(Input) A character string containing the prompt to write out.
NPROMPT	(Input) The number of characters in CPROMPT to write.
CLINE	(Output) CLINE will contain the line read. The length of CLINE is implicit (e.g., CLINE(1:60)).
NLINE	(Output) The number of characters read (in CLINE). If ANREAD detected an end-of-file condition, NLINE is returned as -1. If the declared length of CLINE is less than the length of the expanded line, NLINE is returned as -2 (and the line is truncated).

#### Remarks:

If an escape character is pressed, or the user backspaces into the prompt, ANREAD will print an exclamation mark (!), then write a new prompt. Currently, ANREAD does not correctly read from redirected input on the microcomputer.

#### Example:

```
CALL ANREAD (5, 'Do you want to continue? ', 25, CLINE, NLINE)
IF (CLINE(1:1).EQ.'Y') THEN ...
```

### 3.2 RBELL - Ring the Terminal Bell

#### Purpose:

RBELL rings the terminal bell. No action is taken if the program is running in a batch mode.

#### Calling Sequence:

CALL RBELL

## Harris Specific Subroutines

### 3.3 CHRIO - Character (Hot Read) Input-Output Subroutines (Harris)

#### Purpose:

This describes the CHRIO set of subroutines that perform Hot Read Input-Output functions with Character type data. These subroutines utilize Harris assembly code for specialized terminal I-O. Never call any of these subroutines when I-O is being performed on a file, as an error will occur (with a message of INVALID FUNCTION CODE). Refer to the Harris Asynchronous Device Handler or I-O System Services Reference Manual for more information on Hot Read I-O.

Before performing any reads with Hot Read, the Hot Mode must be initialized with a call to CHRIT1. This initialization sets up the I-O buffer and sets the port in Hot Mode. When in Hot Mode, only Hot Reads may occur; No FORTRAN reads to the terminal can take place during this time. When complete, the Hot Mode is terminated by a call to CHRFN1. (After this call, FORTRAN reads may be used.)

The CHRIO subroutines are divided into two sets for I-O on two different ports (simultaneously). Usually, terminal I-O will be conducted at one port (unit) only, so the CHRIO subroutines utilizing channel 1 will normally be used. The following subroutines end with the number 1, indicating they are for I-O on channel 1. The same set of subroutines can be used for another unit by replacing the number 1 with the number 2 (for channel 2).

Hot Writes to a terminal may occur at any time; The Hot Mode does not need to be initialized. FORTRAN writes can also occur at any time on ASYNC ports, regardless if the port is in Hot Mode (this was not true with previous implementations of Hot Read).

#### Subroutine Summary:

CHRIT1	- Initialize character I-O
CHRFN1	- Finish character I-O
CHRW11	- Write character(s)
CHRRD1	- Read character(s), waiting for at least one character
CHRR11	- Read character(s) without waiting for a character to arrive
CHRBK1	- Backstore characters
CHRFL1	- Flush characters in type-ahead buffer
CHRW11	- Write without waiting for completion
CHRST1	- Request status on last operation (waiting for completion)
CHRS11	- Request status on last operation (without waiting for completion)

### 3.3.1 CHRWT - Write Individual Character(s) to a Terminal (Harris)

#### Purpose:

CHRWT writes individual characters to a terminal, or similar device. CHRWT writes out exactly what is specified: Implicit line feeds and carriage returns are not written at the end of the character sequence. No initialization subroutine needs to be called.

#### Calling Sequence:

CALL CHRWT (IUNIT, CSTR, NSTR)

#### Declarations:

CHARACTER CSTR  
INTEGER NSTR, IUNIT

#### Argument Description:

IUNIT	(Input) The unit to write the character to. This unit must be attached to a terminal (or physical device), not a file.
CSTR	(Input) The character string to be written. No implicit carriage returns or line feeds will be added to the string (they must be explicitly written).
NSTR	(Input) The number of characters (in CSTR) to write.



### 3.3.2 CHRIT1 - Initialize Character I-O (Harris)

#### Purpose:

CHRIT1 initializes a unit for reading characters from a terminal. CHRIT1 must be called prior to any character reads (but is not necessary for character writes). Immediately after this call, any characters entered at the terminal will be stored in a type-ahead buffer (until a character read routine is called). The character I-O mode will remain effective until CHRFIN1 is called.

#### Calling Sequence:

CALL CHRIT1 (IUNIT, IBUFF, NUBFF)

#### Declarations:

INTEGER IUNIT, IBUFF(NUBFF)

#### Argument Description:

IUNIT      (Input) The unit (channel #1) to perform the character I-O on. This unit must be attached to a terminal (or the physical device), not a file.

IBUFF      (Input) An integer array where the characters read will be temporarily stored. The dimension of IBUFF determines the size of the type-ahead buffer. The maximum type-ahead buffer size is 86 words (for 256 characters).

NBUFF      (Input) The dimension of IBUFF (in integer words).

#### Remarks:

To initiate the character I-O mode for a second terminal, call subroutine CHRIT2, with identical arguments.

### 3.3.3 CHR FN1 - Finish Character I-O (Harris)

#### Purpose:

CHRFN1 terminates the character I-O mode for channel #1, after a CHRIT1 call has been made. This call should be made prior to exiting a program, and must be made before a FORTRAN read may be accomplished on that unit.

#### Calling Sequence:

CALL CHRFN1

### 3.3.4 CHRWT1 - Write Character(s) (Harris)

#### Purpose:

CHRWT1 writes characters to the unit specified in the CHRIT1 call. CHRWT1 writes out exactly what is specified: Implicit line feeds and carriage returns are not written at the end of the character sequence. Characters may be written to a terminal, without calling CHRIT1, by calling subroutine CHRWT instead.

#### Calling Sequence:

CALL CHRWT1 (CSTR, NSTR)

#### Declarations:

CHARACTER CSTR  
INTEGER NSTR

#### Argument Description:

CSTR        (Input) The character string to be written. No implicit carriage returns or line feeds will be added to the string (they must be explicitly written).

NSTR        (Input) The number of characters (in CSTR) to write.

### 3.3.5 CHRRD1 - Read Character(s). Waiting for at Least One Character (Harris)

#### Purpose:

CHRRD1 reads characters from channel 1. If no characters are in the type ahead buffer, CHRRD1 will wait until at least one character arrives. CHRIT1 must have been called prior to CHRRD1.

CHRRD1 removes the parity (8th) bit from all characters read.

#### Calling Sequence:

CALL CHRRD1 (CSTR, NSTR)

#### Declarations:

CHARACTER CSTR  
INTEGER NSTR

#### Argument Description:

CSTR	(Output) A character variable that will contain the characters read. This variable should an equivalent size as the IBUFF array passed to CHRIT1. For example, if IBUFF is dimensioned to 86, CSTR should be 258 characters long (although only one character might be returned).
NSTR	(Output) The number of characters read and contained in CSTR. This will not be larger than that provided for by IBUFF in CHRIT1 (those entered beyond that limit will be lost).

### 3.3.6 CHRR11 - Read Characters Without Waiting for a Character to Arrive (Harris)

#### Purpose:

CHRR11 reads characters from channel 1 similarly to CHRRD1, except CHRR11 does not wait for any characters to arrive: CHRR11 returns immediately, regardless if any characters have been read or not. CHRR11 is typically used when another operation is occurring simultaneously.

CHRR11 removes the parity (8th) bit from all characters read.

#### Calling Sequence:

CALL CHRR11 (CSTR, NSTR)

#### Declarations:

CHARACTER CSTR  
INTEGER NSTR

#### Argument Description:

CSTR	(Output) A character variable that will contain any characters read. This variable should an equivalent size as the IBUFF array passed to CHRIT1. For example, if IBUFF is dimensioned to 86, CSTR should be 258 characters long (although no characters may be returned).
NSTR	(Output) The number of characters read and contained in CSTR. This will not be larger than that provided for by IBUFF in CHRIT1 (those entered beyond that limit will be lost), and may be zero.

### 3.3.7 CHRBK1 - Backstore Characters (Harris)

#### Purpose:

CHRBK1 backstores the specified character string, returning it to the type-ahead buffer.

#### Calling Sequence:

CALL CHRBK1 (CSTR, NSTR)

#### Declarations:

CHARACTER CSTR  
INTEGER NSTR

#### Argument Description:

CSTR        (Input)    The character string to backstore.

NSTR        (Input)    The number of characters (in CSTR) to backstore.

### 3.3.8 CHRFL1 - Flush Characters in Type-ahead Buffer (Harris)

#### Purpose:

Flushes (removes) all characters in the type-ahead buffer.

#### Calling Sequence:

CALL CHRFL1

### 3.3.9 CHRWil - Write Without Waiting for Completion (Harris)

#### Purpose:

CHRWil writes characters to channel 1, but does not wait for the operation to complete. This subroutine is usually used when two simultaneous operations are occurring, and time is of the essence. CHRSl may be called to determine the status of the write.

#### Calling Sequence:

CALL CHRWil (CSTR, NSTR)

#### Declarations:

CHARACTER CSTR  
INTEGER NSTR

#### Argument Description:

CSTR        (Input) The character string to be written. No implicit carriage returns or line feeds will be added to the string (they must be explicitly written).

NSTR        (Input) The number of characters (in CSTR) to write.



### 3.3.10 CHRST1 - Request Status on Last Operation (Harris)

#### Purpose:

CHRST1 returns the status of the most recent operation. CHRST1 will wait until the operation has completed, or an error occurs. If it is necessary to check the status without being placed in a wait mode, call CHRST1 instead of CHRST1.

#### Calling Sequence:

CALL CHRST1 (ISTAT, JSTAT)

#### Declarations:

INTEGER ISTAT, JSTAT

#### Argument Description:

ISTAT	(Output) Returned as zero if the operation was completed without any errors. If an error occurred, ISTAT is returned as one.
JSTAT	(Output) The status returned in a coded form, with bits set indicating information about the operation. Call subroutine CSTAT to decode this status. A description of this word may be found in the I-O Services Reference Manual for function code '00.

### 3.3.11 CHRSI1 - Request Status on Last Operation. Without Wait (Harris)

#### Purpose:

CHRSI1 returns the status of the most recent operation, without waiting for the operation to complete. This is normally called to check the status of a call to CHRWI1.

#### Calling Sequence:

CALL CHRSI1 (ISTAT, JSTAT)

#### Declarations:

INTEGER ISTAT, JSTAT

#### Argument Description:

ISTAT (Output) Returned as zero if the operation was completed without any errors. If the operation is still in progress, ISTAT is returned set to -1. If an error occurred, ISTAT is returned as one.

JSTAT (Output) The status returned in a coded form, with bits set indicating information about the operation. Call subroutine CSTAT to decode this status. A description of this word may be found in the I-O Services Reference Manual for function code '00.

### 3.3.12 CHRIO Examples:

```
      SUBROUTINE PROMRD (CPROM, CREAD)
C
C      Perform a simple prompted read
C      (Note: This is an incomplete example. See the
C      source code to ANREAD for a complete example).
C
      CHARACTER CPROM*(*), CREAD*(*), CSTR*256
      INTEGER IBUFF(86)
C
C      Initialize Character Read (on unit 0)
      CALL CHRIT1 (0, IBUFF, 86)
C
C      Write Prompt, adding a line feed at the beginning
      NSTR = LEN(CPROM)
      CALL CHRWT1 (CHAR(10)//CPROM, NSTR+1)
C
C      Blank fill CREAD
      CALL CHRBLK (CREAD)
C
C      Read characters until a carriage return is found.
      IMAX = LEN(CREAD)
      NLEN = 0
20    CONTINUE
      CALL CHRRD1 (CSTR, NSTR)
C
C      Process characters
      DO 40 I=1,NSTR
C
C      Check for backspace
      IF (CSTR(I:I).EQ.CHAR(8)) THEN
        ...
C
C      Echo character
      CALL CHRWT1 (CSTR(I:I), 1)
C
C      Check for carriage return
      IF (CSTR(I:I).EQ.CHAR(13)) THEN
        CALL CHRFN1
C
C      If more characters remaining, backstore them
        IF (I.NE.NSTR) CALL CHRBK1 (CSTR(I+1:NSTR), NSTR-I)
        RETURN
      ENDIF
C
C      Check for max length. If OK, place character in CREAD
      NLEN = NLEN + 1
      IF (NLEN.GT.IMAX) GO TO 40
      CREAD(NLEN:NLEN) = CSTR(I:I)
C
40    CONTINUE
C
C      Go back and read more
      GO TO 20
      END
```

```

C      This example illustrates direct 2 way communication between
C      two terminals. (This is a complete operational program).
C
C      INTEGER Ibuff1(86), Ibuff2(86)
C      CHARACTER CSTR1*256, CSTR2*256
C
C      Resource the other terminal
C      CALL RSCPDN (...)
C
C      OPEN and initialize the terminals
C      OPEN (UNIT=8)
C      CALL CHRIT1 (0, Ibuff1, 86)
C      CALL CHRIT2 (8, Ibuff2, 86)
C
C      Now loop, reading and writing to each terminal
C      LOOP
C
C      Don't wait for a character - Do an immediate read
C      CALL CHRR1 (CSTR1, NSTR1)
C      CALL CHRR2 (CSTR2, NSTR2)
C
C      IF (NSTR1.GT.0) THEN
C          Exit if a control-A was entered
C          EXIT LOOP IF (INDEX(CSTR1(1:NSTR1),CHAR(1)).GT.0)
C          Send the character(s) to the other terminal
C          CALL CHRWT2 (CSTR1, NSTR1)
C          Echo the character(s) on this terminal
C          CALL CHRWT1 (CSTR1, NSTR1)
C      ENDIF
C
C      IF (NSTR2.GT.0) THEN
C          Send the character(s) to the other terminal
C          CALL CHRWT1 (CSTR2, NSTR2)
C          Echo the character(s) on this terminal
C          CALL CHRWT2 (CSTR2, NSTR2)
C      ENDIF
C
C      If no characters transferred, wait for a short amount of
C      time, so we don't burn CPU.
C      IF ((NSTR1.EQ.0).AND.(NSTR2.EQ.0)) CALL WAITS (0.1)
C
C      ENDLOOP
C
C      Terminate Character I-O
C      CALL CHRFN1
C      CALL CHRFN2
C      CLOSE (UNIT=8)
C
C      STOP
C      END

```

### 3.4 TRMTYP - Determine the Terminal Port Type (Harris)

#### Purpose:

TRMTYP returns the type of device handler being used. There are three types: Asynchronous, CRT, and TTY.

#### Calling Sequence:

CALL TRMTYP (IUNIT, CTYPE)

#### Declarations:

CHARACTER CTYPE\*3  
INTEGER IUNIT

#### Argument Description:

IUNIT (Input) The unit number connected to the port for which the type is desired. This typically is unit 0, but may be a resourced physical device (this is the unit number, not the PDN).

CTYPE (Output) A three character variable containing the port type. Four responses are possible:  
    'ASY' - Async Handler  
    'TTY' - TTY Handler  
    'CRT' - CRT Handler  
    'UNK' - Unknown or error

#### Remarks:

Call TRMTYP only for units connected to a physical device, not a file.

### 3.5 CLINES - Get the Number of Lines of a Terminal Screen (Harris)

#### Purpose:

CLINES returns the number of lines the terminal screen is designated to hold. On Harris computers, CLINES obtains this information from the system gen file. On the MS-DOS microcomputer, the number of lines is set to 25.

#### Calling Sequence:

CALL CLINES (NLINES)

#### Declaration:

INTEGER NLINES

#### Argument Description:

NLINES      (Output)    The number of lines the terminal can hold.

#### Remarks:

CLINES is useful when displaying several screens of information on the terminal.

#### Example:

```
      CALL CLINES(NLINES)
10   DO 40 I=1,NLINES-1
      READ (9, 20, END=100) CLINE
20   FORMAT (A)
      WRITE (6, 25) CLINE
25   FORMAT (1X,A)
40   CONTINUE
C
      CALL ANREAD ( 5,' -- Press Carriage Return to Continue -- ', 41,
* CLINE, NLINE)
      GO TO 10
```

### 3.6 CKANSI - Check If Terminal is ANSI (Harris)

#### Purpose:

CKANSI is used to determine if the terminal being accessed meets the ANSI standards for terminals (or is in ANSI mode). If it is, ANSI commands may be sent to control the terminal (e.g., clear the screen, move the cursor, etc.).

#### Calling Sequence:

CALL CKANSI (IUNIT, LANSI)

#### Declarations:

INTEGER IUNIT  
LOGICAL LANSI

#### Argument Description:

IUNIT	(Input) The unit number of the terminal to check. The unit must have been opened (if other than zero or three).
LANSI	(Output) A logical flag set to .TRUE. if the terminal responds to ANSI commands.

#### Remarks:

CKANSI sends a request for a cursor position report. If a valid response is received within 3 seconds, LANSI is returned true. If it is not an ANSI terminal, 3 characters may appear on the screen.

CKANSI will flush any type-ahead buffer. Subroutine CHRRD1 is used to read the report from the terminal. Therefore CHRIT1 should not be called before CKANSI, unless CHRFN1 is called to terminate the hot-read state (it may be re-initiated after CKANSI).

### 3.7 ASCTRL - ANSI Screen Control (Harris)

#### Purpose:

ASCTRL controls certain terminal functions for ANSI terminals. This includes clearing the screen, moving the cursor, highlighting characters, etc.. The terminal accessed must be an ANSI terminal (or in ANSI mode). CKANSI should be called prior to ASCTRL to be certain that the terminal is ANSI.

#### Calling Sequence:

CALL ASCTRL (IUNIT, CFUN, IARG1, IARG2)

#### Declarations:

CHARACTER CFUN\*2  
INTEGER IUNIT, IARG1, IARG2

#### Argument Description:

IUNIT	(Input) The unit number connected to the terminal to access (usually 3). This unit must have been opened.
CFUN	(Input) A two character description of the function to be performed. The functions are listed in the table on the next page.
IARG1	(Input) An integer argument used for those functions that provide for a variable number of occurrences. For example, if 5 characters are to be deleted, IARG1 should be 5. For a single occurrence, IARG1 may be set to zero.
IARG2	(Input) A second argument used only for positioning the cursor.



### Functions:

<u>CFUN</u>	<u>IARG1</u>	<u>IARG2</u>	<u>Description</u>
'MC'	Row	Col	Move the cursor to row IARG1, column IARG2.
'CR'	Nchs	-	Move the cursor IARG1 spaces right.
'CL'	Nchs	-	Move the cursor IARG1 spaces left.
'CU'	Nlines	-	Move the cursor IARG1 lines up.
'CD'	Nlines	-	Move the cursor IARG1 lines down.
'DC'	Nchs	-	Delete IARG1 characters right from the cursor.
'DL'	Nlines	-	Delete IARG1 lines down from the current line.
'IL'	Nlines	-	Insert IARG1 lines below the current line.
'IC'	-	-	Go into Insert Character Mode.
'TO'	-	-	Go into Type-Over Mode.
'CS'	-	-	Clear Screen.
'EL'	-	-	Erase Line (fill with blanks).
'KA'	-	-	Put Keypad in Application Mode.
'KN'	-	-	Put Keypad in Numeric Mode.
'BO'	-	-	Bold characters.
'BL'	-	-	Blinking characters.
'UL'	-	-	Underline characters.
'RV'	-	-	Reverse Video characters.
'NO'	-	-	Normal character attributes.

### Remarks:

The character attributes are additive; to change from one attribute to another, reset the attributes to normal then set the new attribute (otherwise both attributes will be set). These attributes only affect characters that are printed after the attribute has been issued.

On ANSI terminals, the upper left hand corner is referred to as row 1, column 1. On most terminals there are 25 rows and 80 columns. To go to the home position, use move cursor ('MC') to row 1, column 1.

Be sure that the terminal is an ANSI terminal (or in ANSI mode). Subroutine CKANSI may be called to check this.

### Example:

```
C   Form fill-in program
C
C   CHARACTER CGAGE*10, CPRE*10, CSTAG*10
C   LOGICAL LANSI, LVALID
C
C   Check that this is an ANSI terminal
C   CALL CKANSI (3, LANSI)
C   IF (.NOT.LANSI) GO TO 900
C
C   Clear the screen
C   CALL ASCTRL (3, 'CS', 0, 0)
```

```

C   Write out the form (A short form is given here)
C   Position Cursor and write info.
    CALL ASCTRL (3, 'MC', 5, 14)
    CALL CHRWT (3, 'Gage Name:', 10)
C
    CALL ASCTRL (3, 'MC', 8, 10)
    CALL CHRWT (3, 'Precipitation:', 14)
    CALL ASCTRL (3, 'MC', 9, 18)
    CALL CHRWT (3, 'Stage:', 6)
C
C   Now read in info. Use ANREAD, but move it a line above
C   position to read from because it issues a line feed at beg.
20  CONTINUE
    CALL ASCTRL (3, 'MC', 4, 25)
    CALL ANREAD (3, ' ', 0, CGAGE, NGAGE)
C
C   Make sure that this is a valid gage
30  CALL CKGAGE (LVALID, CGAGE, NGAGE)
C   If not a valid file, print an error message, bold and underline
    IF (.NOT.LVALID) THEN
        CALL ASCTRL (3, 'MC', 20, 20)
        CALL ASCTRL (3, 'BO', 0, 0)
        CALL ASCTRL (3, 'UL', 0, 0)
        CALL CHRWT (3, 'Unrecognized gage!', 18)
C   Re-read gage name (with normal attributes)
        CALL ASCTRL (3, 'NO', 0, 0)
        CALL ASCTRL (3, 'MC', 4, 25)
        CALL ANREAD (3, ' ', 0, CGAGE, NGAGE)
C   New name - erase error message
        CALL ASCTRL (3, 'MC', 20, 0)
        CALL ASCTRL (3, 'EL', 0, 0)
        GO TO 30
    ENDIF
C
C   Read other parameters
    CALL ASCTRL (3, 'MC', 7, 25)
    CALL ANREAD (3, ' ', 0, CPRE, NPRE)
    CALL ASCTRL (3, 'MC', 8, 25)
    CALL ANREAD (3, ' ', 0, CSTAG, NSTAG)
C
C   Process the data
    CALL PRDATA (CPRE, NPRE, CSTAG, NSTAG)
C
C   Erase the old information
    CALL ASCTRL (3, 'MC', 5, 25)
    CALL ASCTRL (3, 'DC', NGAGE, 0)
    CALL ASCTRL (3, 'MC', 8, 25)
    CALL ASCTRL (3, 'DC', NPRE, 0)
    CALL ASCTRL (3, 'MC', 9, 25)
    CALL ASCTRL (3, 'DC', NSTAG, 0)
C
C   Go back and read more data
    GO TO 20

```

### 3.8 STTY - Set Terminal Port Parameters for an ASYNC Port (Harris)

#### Purpose:

Subroutine STTY provides a means of getting or altering port parameters on an ASYNC port, similar to program STTY. A complete list of the parameters that may be obtained or changed is provided in the Device Configuration Block listing of Table 3.1 in the Harris Asynchronous Device Handler Manual. STTY must only be called for a unit connected to an ASYNC port. The port type can be determined by subroutine TRMTYP.

#### Calling Sequence:

CALL STTY (IUNIT, CDIR, CITEM, CSTR, ISTAT)

#### Declarations:

CHARACTER CDIR\*3, CITEM, CSTR  
INTEGER IUNIT, ISTAT

#### Argument Description:

IUNIT	(Input) The unit number of the port to set. This may be either the terminal the program is running at, or a resourced PDN. This unit should have been already opened.
CDIR	(Input) The direction. Must either be 'SET' or 'GET'.
CITEM	(Input) The item to set or get. This item must be one of the keywords specified in Table 3.1 of the ASYNC manual, or 'BAUD' to set the baud rate.
CSTR	(Input-Output) What that item is set to (or what to set it to). For items that indicate the setting of a single bit in table 3.1 (e.g., IXON), CSTR is either 'ON' or 'OFF'. For items that occupy one byte, CSTR is set or returned as a single character. For example, to set the abort character to control-B, CSTR would be set equal to CHAR(2). If the prompt is to be set or retrieved, CSTR will contain the character prompt, up to 9 characters long. If the baud rate is to be set or retrieved, CSTR will contain the baud rate (for example, '2400'). CSTR should contain a number for keywords PADHI, PADMD, PADLO and COL. For example, if getting the number of columns for a terminal, do an internal read after calling STTY (e.g., READ(CSTR,'(I3)') NCOL).

ISTAT      (Output) A status parameter, set to one of the following:

- 0: Call completed successfully
- 1: No Device Configuration Block available
- 2: Item not in list
- 3: CDIR not 'SET' or 'GET'
- 4: CSTR not 'ON' or 'OFF' for single bit items
- 5: Read only parameter - cannot set
- 6: Invalid parameter for CSTR

Remarks:

The Harris Asynchronous Device Handler Reference Manual should be referenced to when using this subroutine. The item must appear exactly as shown in Table 3.1 (e.g., 'rCTS').

When the unit is closed (or the user signs off), the device settings are reset to their default values. Thus, it would not be useful to reset the logon character via STTY.

When the prompt string is requested, it is returned in the variable CSTR, null filled.

Example 1:

```

C      Temporarily reset the prompt to 'Input>'
      CHARACTER CPROMP*9
C
C      First, get the current prompt
      CALL STTY (0, 'GET', 'PROMPT', CPROMP, ISTAT)
      IF (ISTAT.NE.0) GO TO 900
C
C      Now reset it
      CALL STTY (0, 'SET', 'PROMPT', 'Input>', ISTAT)
C
C      Do any input and output . . .
C
C      Finished, set it back
      CALL STTY (0, 'SET', 'PROMPT', CPROMP, ISTAT)

```

Example 2:

```
C      Set the baud rate of a unit resourced to a modem port
C
C      Resource the port to unit 9
      CALL RSCPDN ( ...
      OPEN (UNIT=9)
C
      CALL STTY (9, 'SET', 'BAUD', '2400', ISTAT)
```

Example 3:

```
C      Determine the delete to end of line character, and
C      change the delete word character to control-D.
      CHARACTER CDEND*1
C
C      Get Delete to end of line char
      CALL STTY (0, 'GET', 'DEND', CDEND, ISTAT)
      IDEND = ICHAR(CDEND)
C
C      Set delete word character to control-D (ASCII 4)
      CALL STTY (0, 'SET', 'DWORD', CHAR(4), ISTAT)
```

### 3.9 BRKOFF - Turn the Break Key Off (Harris)

#### Purpose:

BRKOFF disables the terminal break key. The break key will be disabled until it is turned back on using subroutine BRKON, or the session is ended.

#### Calling Sequence:

CALL BRKOFF

#### Remarks:

BRKOFF will work on all terminal types (i.e., ASYNC, CRT, TTY). A program may be aborted from the OPCOM if the break key has been disabled.

### 3.10 BRKON - Turn the Break Key On (Harris)

#### Purpose:

BRKON re-enables the break key after it has been disabled by subroutine BRKOFF.

#### Calling Sequence:

CALL BRKON

## MS-DOS Specific Subroutines

### 3.11 STDINC - Read a Character from the Keyboard (Standard In) (MS-DOS)

#### Purpose:

STDINC reads a character from the keyboard (or standard input) under strict control of the program.

#### Calling Sequence:

CALL STDINC (CWAIT, CECHO, CBREAK, CFLUSH, IASCII, ICODE)

#### Declarations:

CHARACTER CWAIT\*1, CECHO\*1, CBREAK\*1, CFLUSH\*1  
INTEGER\*2 IASCII, ICODE

#### Argument Description:

CWAIT	(Input) If CWAIT is 'Y', then STDINC will wait for a key to be pressed. If CWAIT is 'N', then STDINC will return immediately, returning a character from the type-ahead buffer or with no character and IASCII set to -1.
CECHO	(Input) If CECHO is 'Y', then STDINC will echo the character on the screen. If CWAIT is 'N', no echo will occur.
CBREAK	(Input) If CBREAK is 'Y', then STDINC will check if the break key has been pressed (and abort the program). If CWAIT is 'N', the break will not be checked.
CFLUSH	(Input) If CFLUSH is 'Y', then STDINC will flush any characters in the type-ahead buffer. If CWAIT is 'N', the type-ahead buffer will not be flushed.
IASCII	(Output) The ASCII decimal equivalent value of the character, if the key pressed was a normal ASCII key. If an extended key was pressed (e.g., function keys), IASCII will be set to zero, and the extended code will be returned in ICODE.
ICODE	(Output) The extended key code, if a non-ASCII character key was pressed. The extended key codes may be found in the IBM Technical Reference Manual (under System BIOS).



Remarks:

Not all of the above options are independent: Only certain combinations work for CWAIT, CECHO and CBREAK. They are:

<u>CWAIT</u>	<u>CECHO</u>	<u>CBREAK</u>
'Y'	'Y'	'Y'
'Y'	'N'	'Y'
'Y'	'N'	'N'
'N'	'N'	'N'

### 3.12 STDOUT - Write a Single Character to the Monitor (Standard Out) (MS-DOS)

#### Purpose:

STDOUT writes a single character to the monitor (or standard output). The character must be given in its ASCII decimal equivalent value.

#### Calling Sequence:

CALL STDOUT (CBREAK, IASCII)

#### Declarations:

CHARACTER CBREAK\*1  
INTEGER\*2 IASCII

#### Argument Description:

CBREAK (Input) If CBREAK is 'Y', then STDOUT will check if the break key has been pressed (and abort the program). If CWAIT is 'N', the break will not be checked.

IASCII (Input) The ASCII decimal equivalent of the character to write. For example, to write a "J", pass ICHAR('J').

### 3.13 TXTCOL - Set the Screen Color for Text (MS-DOS)

#### Purpose:

TXTCOL sets the screen color so that future writes will be written with the specified color and attributes. TXTCOL currently requires ANSI.SYS to be installed.

#### Calling Sequence:

CALL TXTCOL (COLRFG, COLRBG, CATT)

#### Declarations:

CHARACTER COLRFG, COLRBG, CATT

#### Argument Description:

COLRFG (Input) The foreground (character) color. This should be one of the colors listed below.

COLRBG (Input) The background color. This should be one of the colors listed below.

CATT (Input) The attribute of the characters (foreground). This should be either a blank ( ' ') for normal characters, or 'BOLD' to highlight the characters, or 'BLINK' to make the characters blink BOLD and BLINK may be combined using a dash (-).

#### Colors:

The recognized colors are:

BLACK  
RED  
YELLOW  
GREEN  
BLUE  
CYAN  
MAGENTA  
WHITE

#### Examples:

CALL TXTCOL ('YELLOW', 'BLUE', ' ' )  
CALL TXTCOL ('RED', 'BLACK', 'BOLD-BLINK')

### 3.14 VSTAT - Video Status (MS-DOS)

#### Purpose:

VSTAT returns the status of the video screen including the mode, active page, and the number of columns on the screen.

#### Calling Sequence:

CALL VSTAT (IMODE, ICOL, IPAGE)

#### Declarations:

INTEGER\*2 IMODE, ICOL, IPAGE

#### Argument Description:

IMODE        (Output)    The mode the screen is set to.    Possible values include:

- 0 - 40 X 25    Blank and White
- 1 - 40 X 25    Color
- 2 - 80 X 25    Blank and White
- 3 - 80 X 25    Color
- 4 - 320 X 200    Color Graphics
- 5 - 320 X 200    Black and White Graphics
- 6 - 640 X 200    Black and White Graphics
- 10 - 640 X 200    4 Color EGA Graphics
- 13 - 320 X 200    16 Color EGA Graphics
- 14 - 640 X 200    16 Color EGA Graphics
- 16 - 640 X 350    4 or 16 Color EGA Graphics

ICOL        (Output)    The number of columns allocated for the screen.

IPAGE       (Output)    The number of the current page.

### 3.15 VNEWPG - Clear Screen (MS-DOS)

#### Purpose:

VNEWPG clears the screen, moves the cursor to the home position and sets the screen to the specified attribute (color).

#### Calling Sequence:

CALL VNEWPG (IATT)

#### Declarations:

INTEGER\*2 IATT

#### Argument Description:

IATT (Input) The attribute (color) to set the screen to.

#### Remarks:

The attribute is a combination of numbers defining the color and intensity of the foreground and background. To obtain an attribute, add a number from each of the following colors together:

<u>Color</u>	<u>Foreground</u>	<u>Background</u>
Black	0	0
Blue	1	16
Green	2	32
Light Blue	3	48
Red	4	64
Violet	5	80
Orange	6	96
White	7	112

To intensify the foreground color add 8. To cause the foreground to blink, add 128. For example:

IATT = 7 + 0 = 7	gives white characters, black background
IATT = 7 + 16 = 23	gives white characters, blue background
IATT = 6 + 8 + 16 = 30	gives yellow (bright orange) characters, blue background
IATT = 3 + 64 + 128 = 195	gives blinking light blue characters on a red background.

### 3.16 VSCROL - Scroll Screen Window (MS-DOS)

#### Purpose:

VSCROL scrolls a window on the screen. This may include scrolling the entire screen up or down (leaving blank line(s) at the bottom or top), or scrolling a window of the screen. VSCROL may be used to clear the screen.

#### Calling Sequence:

CALL VSCROL (CDIR, NLines, IUROW, IUCOL, ILROW, ILCOL, IATT)

#### Declarations:

CHARACTER CDir\*1  
INTEGER\*2 NLines, IUROW, IUCOL, ILROW, ILCOL, IATT

#### Argument Description:

CDIR	(Input) The direction to scroll. This may be either a 'U' to scroll the screen up (and place blank lines on the bottom), or a 'D' to scroll down (and place blank lines on the top).
NLines	(Input) The number of lines to scroll. To blank the entire screen, set NLines equal to 0.
IUROW	(Input) The upper row number defining the window to scroll. If the entire screen is to be scrolled, set IUROW to 0.
IUCOL	(Input) The upper column number defining the window to scroll. If the entire screen is to be scrolled, set IUCOL to 0.
ILROW	(Input) The lower row number defining the window to scroll. If the entire screen is to be scrolled, set ILROW to 24.
ILCOL	(Input) The lower column number defining the window to scroll. If the entire screen is to be scrolled, ILCOL should be 79 (for 80 column screens).
IATT	(Input) The attribute for the blank lines added to the screen. Refer to the description of attributes in the VNEWPG subroutine description.

Examples:

To clear the screen:

```
CALL VSCROL ('U', 0, 0, 0, 24, 79, IATT)
```

To scroll up one line:

```
CALL VSCROL ('U', 1, 0, 0, 24, 79, IATT)
```

To scroll down 5 lines of a 40 column by 10 row window in the middle of the screen:

```
CALL VSCROL ('D', 5, 11, 20, 21, 59, IATT)
```

### 3.17 VTTYWT - Write a Line to the Screen (MS-DOS)

#### Purpose:

VTTYWT writes a character string to the screen, emulating a FORTRAN write. If the cursor is at the bottom of the screen, the screen will be scrolled up one line.

#### Calling Sequence:

CALL VTTYWT (CNEWL, CLINE, NLINE)

#### Declarations:

CHARACTER CNEWL\*1, CLINE  
INTEGER\*2 NLINE

#### Argument Description:

CNEWL	(Input) A flag indicating if the line should be written on a new line. If CNEWL is '+', the line will be started at the current cursor position (no line feed). If CNEWL is a blank (' '), the line will be written on a new line.
CLINE	(Input) The line to write out.
NLINE	(Input) The number of characters in CLINE to write.



### 3.18 VGETCR - Get Cursor Position and Size (MS-DOS)

#### Purpose:

VGETCR get the current cursor position and its size for a specified video page.

#### Calling Sequence:

CALL VGETCR (IPAGE, IROW, ICOL, ITOP, IBOTTM)

#### Declarations:

INTEGER\*2 IPAGE, IROW, ICOL, ITOP, IBOTTM

#### Argument Description:

IPAGE	(Input) The page.
IROW	(Output) The current cursor row position.
ICOL	(Output) The current cursor column position.
ITOP	(Output) The starting scan line (pixel) (top) of the cursor, where zero is the top and seven is the bottom of the cursor block.
IBOTTM	(Output) The ending scan line (bottom) of the cursor, where zero is the top and seven is the bottom of the cursor block.

#### Remarks:

The values returned may depend on the monitor adapter card being used.

The cursor has eight scan lines that may be turned on. (It is always the same size in width.) The top (starting) scan line is defined as line zero, and the bottom line 7. ITOP and IBOTTM will always be between 0 and 7. If ITOP is greater than IBOTTM, the cursor will be a two part cursor.

### 3.19 VPOSCR - Position Cursor (MS-DOS)

#### Purpose:

VPOSCR positions the cursor on the page specified.

#### Calling Sequence:

CALL VPOSCR (IPAGE, IROW, ICOL)

#### Declarations:

INTEGER\*2 IPAGE, IROW, ICOL

#### Argument Description:

IPAGE	(Input)	The page to position the cursor on.
IROW	(Input)	The row to position the cursor on.
ICOL	(Input)	The column to position the cursor on.

### 3.20 VSETCR - Set the Cursor Size (MS-DOS)

#### Purpose:

VSETCR sets the size of the cursor. This size is based upon the starting and ending location of the eight scan lines that make up the cursor block (the width is always the same). The top (starting) scan line is defined as line zero, and the bottom line 7.

#### Calling Sequence:

CALL VSETCR (ITOP, IBOTTM)

#### Declarations:

INTEGER\*2 ITOP, IBOTTM

#### Argument Description:

ITOP        (Input)    The starting scan line (top) of the cursor.

IBOTTM     (Input)    The ending scan line (bottom) of the cursor.

#### Remarks:

ITOP and IBOTTM must always be between 0 and 7. If ITOP is greater than IBOTTOM, a two part cursor will be generated.

Note: For EGA or monochrome mode, the numbers range from 0 to 13.

### 3.21 VRDAC - Get Character and Attribute at Cursor (MS-DOS)

#### Purpose:

VRDAC reads the character and attribute at the current cursor position on the page specified.

#### Calling Sequence:

CALL VRDAC (IPAGE, ICHAR, IATT)

#### Declaration:

INTEGER\*2 IPAGE, ICHAR, IATT

#### Argument Description:

IPAGE	(Input)	The page number to read from.
ICHAR	(Output)	The ASCII decimal equivalent of the character read.
IATT	(Output)	The attributes of that position.

### 3.22 VSETPG - Set the Video Page (MS-DOS)

#### Purpose:

VSETPG changes the active page number. This will flash the new page on the screen.

#### Calling Sequence:

CALL VSETPG (IPAGE)

#### Declaration:

INTEGER\*2 IPAGE

#### Argument Description:

IPAGE      (Input)    The number of the page to change to.

### 3.23 VMODE - Set the Video Mode (MS-DOS)

#### Purpose:

VMODE sets the video mode relative to color and screen size.

#### Calling Sequence:

CALL VMODE (IMODE)

#### Declarations:

INTEGER\*2 IMODE

#### Argument Description:

IMODE        (Input)    The mode to set the screen to.    Valid values include:

0	-	40 X 25	Blank and White
1	-	40 X 25	Color
2	-	80 X 25	Blank and White
3	-	80 X 25	Color
4	-	320 X 200	Color Graphics
5	-	320 X 200	Black and White Graphics
6	-	640 X 200	Black and White Graphics
10	-	640 X 200	4 Color EGA Graphics
13	-	320 X 200	16 Color EGA Graphics
14	-	640 X 200	16 Color EGA Graphics
16	-	640 X 350	4 or 16 Color EGA Graphics

### 3.24 PUF Subroutine - Text Screen Control (MS-DOS)

#### Purpose:

The PUF subroutines provide a means of quickly changing text or attributes (colors) on the microcomputer screen. The PUF Subroutines allows the programmer to cut windows onto the screen, then restore the original screen when complete.

#### Subroutine Summary:

PUFA	- Set a Single Attribute for a Line
PUFAS	- Set Attributes for Characters on a Line
PUFC	- Set a Single Character on a Line
PUFCA	- Set a Single Character and Attribute on a Line
PUFCAS	- Set a Single Character and an Array of Attributes on a Line
PUFL	- Write a Line of Characters
PUFLA	- Write a Line of Characters with a Single Attribute
PUFLAS	- Write a Line of Characters with Different Attributes
PUFWA	- Set a Window to a Single Attribute
PUFWC	- Set a Window to a Single Character
PUFWCA	- Set a Window to a Single Character and a Single Attribute
PUFBFR	- Save a Screen Window
PUFBFW	- Restore a Screen Window

#### Attributes:

A common argument in the PUF subroutines is the attribute (IATT). The attribute controls the foreground color and intensity, and the background color. To obtain an attribute, add a number from each of the following columns:

<u>Color</u>	<u>Foreground</u>	<u>Background</u>
Black	0	0
Blue	1	16
Green	2	32
Light Blue	3	48
Red	4	64
Violet	5	80
Orange	6	96
White	7	112

To intensify the foreground add 8. To cause the foreground to blink, add 128. Examples of determining attributes follows.

IATT = white foreground + black background

IATT =       7               +       0               = 7

IATT = white foreground + blue background

IATT =       7               +       16               = 23

IATT = orange foreground + intensity + blue background

IATT =       6               +       8       +       16               = 30

IATT = light blue foreground + blinking + red background

IATT =       3               +       128       +       64               = 195



### 3.24.1 PUFA - Set a Single Attribute for a Line (MS-DOS)

#### Purpose:

PUFA will set a single attribute for a specified number of characters on a line. The primary purpose of PUFA is to highlight a line (or a portion of a line) without changing any of the characters on the line.

#### Calling Sequence:

CALL PUFA (IATT, NCHS, IROW, ICOL)

#### Declarations:

INTEGER\*2 IATT, NCHS, IROW, ICOL

#### Argument Description:

IATT	(Input) The attribute to be set. (See the introduction to this section for information on attributes.)
NCHS	(Input) The number of character locations from ICOL (inclusive) to set the attribute.
IROW	(Input) The row number of the line to set the attributes (the first line on the screen is row 0).
ICOL	(Input) The starting column number at which to set the attributes (the left-most column is column 0).

#### Example:

The word "ERROR!" appears on the screen at row 10, with the "E" in column 40. Highlight it, so that it is bright blinking red with a blue background.

First determine the attribute:

IATT = red foreground + intensify + blinking + blue background  
IATT =       4           +       8       +   128       +       16  
IATT = 156

PUFA call:

CALL PUFA (156, 6, 10, 40)

### 3.24.2 PUFAS - Set an Array of Attributes for Characters on a Line (MS-DOS)

#### Purpose:

PUFAS sets an array of attributes for a specified number of characters on a line. PUFAS allows different attributes to be set for each character on the line (or portion of a line) without changing any of the characters on the line. Use subroutine PUFA if the same attribute is to be set.

#### Calling Sequence:

CALL PUFAS (IATTS, NCHS, IROW, ICOL)

#### Declarations:

INTEGER\*2 IATTS(NCHS), NCHS, IROW, ICOL

#### Argument Description:

IATTS	(Input) The attributes to be set. This must be an INTEGER*2 array with a one to one correspondence with the characters whose attributes are to be changed.
NCHS	(Input) The number of character locations from ICOL (inclusive) to set the attributes.
IROW	(Input) The row number of the line to set the attributes (the first line on the screen is row 0).
ICOL	(Input) The starting column number at which to change attributes (the left-most column is column 0).

#### Example:

The words "Enter Location and Value:" appear on the screen at row 10, with the "L" in column 20. Highlight it, so that "Location " has white characters on a blue background, and "and Value:" has blue characters on a white background (with "Enter " unchanged).

```
      DO 10 I=1,9
10     IATTS(I) = 23      (white on blue)
C
      DO 20 I=10,19
20     IATTS(I) = 113     (blue on white)
C
      CALL PUFAS (IATTS, 19, 10, 20)
```

### 3.24.3 PUFC - Set a Single Character on a Line (MS-DOS)

#### Purpose:

PUFC will set a single character for a specified number of times on a line. This call is used to blank or set any number of characters of a line to the same value without changing the attributes.

#### Calling Sequence:

CALL PUFC (CCHAR, NCHS, IROW, ICOL)

#### Declarations:

CHARACTER CCHAR\*1  
INTEGER\*2 NCHS, IROW, ICOL

#### Argument Description:

CCHAR	(Input) The single character to set the line (or portion of the line) to.
NCHS	(Input) The number of character locations from ICOL (inclusive) to set.
IROW	(Input) The row number of the line to set (the first line of the screen is row 0).
ICOL	(Input) The starting column number (the left-most column is column 0).

#### Example:

Blank row 5, starting in column 10, and ending in column 70:

CALL PUFC ( ' ', 61, 5, 10)

### 3.24.4 PUFCA - Set a Single Character and Attribute on a Line (MS-DOS)

#### Purpose:

PUFCA will set a single character and a single attribute for a specified number of times on a line. This call is used to set both the character and the attribute for any number of characters on a line to the same value.

#### Calling Sequence:

```
CALL PUFCA (CCHAR, IATT, NCHS, IROW, ICOL)
```

#### Declarations:

```
CHARACTER CCHAR*1  
INTEGER*2 IATT, NCHS, IROW, ICOL
```

#### Argument Description:

CCHAR	(Input) The single character to set the line (or portion of the line) to.
IATT	(Input) The attribute of the character to be set.
NCHS	(Input) The number of character locations from ICOL (inclusive) to set.
IROW	(Input) The row number of the line to set (the first line of the screen is row 0).
ICOL	(Input) The starting column number (the left-most column is column 0).

#### Example:

In constructing a box around a table, set the top of the box with yellow (bright orange) on a blue background (attribute 30). CHAR(196) is a horizontal bar, CHAR(218) is the left-top corner of a box, and CHAR(191) is the right-top corner of a box.

```
CALL PUFCA (CHAR(218), 30, 1, 2, 5)  
CALL PUFCA (CHAR(196), 30, 68, 2, 6)  
CALL PUFCA (CHAR(191), 30, 1, 2, 74)
```

### 3.24.5 PUF CAS - Set a Single Character and an Array of Attributes (MS-DOS)

#### Purpose:

PUFCAS will set a single character and an array of attributes on a line (or portion of a line). This call allows the characters of a line to be set to the same value with each attribute set to a different value.

#### Calling Sequence:

CALL PUF CAS (CCHAR, IATTS, NCHS, IROW, ICOL)

#### Declarations:

CHARACTER CCHAR\*1  
INTEGER\*2 IATTS(NCHS), NCHS, IROW, ICOL

#### Argument Description:

CCHAR	(Input) The single character to set the line (or portion of the line) to.
IATTS	(Input) The attributes to be set. This must be an INTEGER*2 array with a one to one correspondence with the character locations to be set
NCHS	(Input) The number of character locations from ICOL (inclusive) to set.
IROW	(Input) The row number of the line to set (the first line of the screen is row 0).
ICOL	(Input) The starting column number (the left-most column is column 0).

### 3.24.6 PUFL - Write a Line of Characters (MS-DOS)

#### Purpose:

PUFL writes a character string to the screen without changing the attributes.

#### Calling Sequence:

CALL PUFL (CLINE, NLINE, IROW, ICOL)

#### Declarations:

CHARACTER CLINE\*NLINE  
INTEGER\*2 NLINE, IROW, ICOL

#### Argument Description:

CLINE	(Input)	The character string to write.
NLINE	(Input)	The number of characters in CLINE to write.
IROW	(Input)	The row number of the line to write.
ICOL	(Input)	The starting column number at which to begin the line.

### 3.24.7 PUFLA - Write a Line of Characters with a Single Attribute (MS-DOS)

#### Purpose:

PUFLA writes a character string, with a single attribute, to the screen.

#### Calling Sequence:

CALL PUFLA (CLINE, IATT, NLINE, IROW, ICOL)

#### Declarations:

CHARACTER CLINE\*NLINE  
INTEGER\*2 IATT, NLINE, IROW, ICOL

#### Argument Description:

CLINE	(Input)	The character string to write.
IATT	(Input)	The attribute to set the characters to.
NLINE	(Input)	The number of characters in CLINE to write.
IROW	(Input)	The row number of the line to write.
ICOL	(Input)	The starting column number at which to begin the line.

#### Example:

Write a line to the screen with yellow characters on a blue background:

CALL PUFLA ('Enter Location Name:', 30, 20, 2, 0)

### 3.24.8 PUFLAS - Write a Line of Characters with Different Attributes (MS-DOS)

#### Purpose:

PUFLAS writes a character string to the screen, with each character having a different attribute.

#### Calling Sequence:

CALL PUFLAS (CLINE, IATTS, NLINE, IROW, ICOL)

#### Declarations:

CHARACTER CLINE\*NLINE  
INTEGER\*2 IATTS(NLINE), NLINE, IROW, ICOL

#### Argument Description:

CLINE	(Input)	The character string to write.
IATTS	(Input)	The attributes to be set. This must be an INTEGER*2 array with a one to one correspondence with the characters in CLINE.
NLINE	(Input)	The number of characters in CLINE to write.
IROW	(Input)	The row number of the line to write.
ICOL	(Input)	The starting column number at which to begin the line.

#### Example:

Write the string "Enter Location and Value:" on the screen at row 10, with the "E" in column 0. Highlight it, so that "Enter Location " has white characters on a blue background, and "and Value:" has blue characters on a white background.

```
      DO 10 I=1,15
10     IATTS(I) = 23      (white on blue)
      C
      DO 20 I=16,25
20     IATTS(I) = 113     (blue on white)
      C
      CALL PUFLAS ('Enter Location and Value:', IATTS, 25, 10, 0)
```



### 3.24.9 PUFWA - Set a Window to a Single Attribute (MS-DOS)

#### Purpose:

PUFWA will set all of the attributes of a rectangular window on the screen to the same value. The characters in that window are not changed.

#### Calling Sequence:

CALL PUFWA (IATT, IROW, ICOL, NCOLS, NROWS)

#### Declarations:

INTEGER\*2 IATT, IROW, ICOL, NCOLS, NROWS

#### Argument Description:

IATT	(Input) The attribute to be set.
IROW	(Input) The beginning row number of the window (the first line on the screen is row 0).
ICOL	(Input) The starting column number of the window (the left-most column is column 0).
NCOLS	(Input) The number of columns in the window.
NROWS	(Input) The number of rows in the window.

#### Example:

Set a rectangular window to a yellow foreground and blue background. The window has 5 rows by 40 columns and begins on row 2, column 10:

CALL PUFWA (30, 2, 10, 5, 40)

### 3.24.10 PUFWC - Set a Window to a Single Character (MS-DOS)

#### Purpose:

PUFWC will set all of the characters of a rectangular window on the screen to the same value. The attributes in that window are not changed.

#### Calling Sequence:

CALL PUFWC (CCHAR, IROW, ICOL, NCOLS, NROWS)

#### Declarations:

CHARACTER CCHAR\*1  
INTEGER\*2 IROW, ICOL, NCOLS, NROWS

#### Argument Description:

CCHAR	(Input)	The character to be set.
IROW	(Input)	The beginning row number of the window.
ICOL	(Input)	The starting column number of the window.
NCOLS	(Input)	The number of columns in the window.
NROWS	(Input)	The number of rows in the window.

#### Example:

Blank a rectangular window with 5 rows by 40 columns beginning on row 2, column 10:

CALL PUFWC ( ' ', 2, 10, 5, 40)

### 3.24.11 PUFWCA - Set a Window to a Single Character and Attribute (MS-DOS)

#### Purpose:

PUFWCA will set all of the characters and all of the attributes of a rectangular window on the screen to the same value.

#### Calling Sequence:

```
CALL PUFWCA (CCHAR, IATT, IROW, ICOL, NCOLS, NROWS)
```

#### Declarations:

```
CHARACTER CCHAR*1  
INTEGER*2 IATT, IROW, ICOL, NCOLS, NROWS
```

#### Argument Description:

CCHAR	(Input)	The character to be set.
IATT	(Input)	The attribute to be set.
IROW	(Input)	The beginning row number of the window.
ICOL	(Input)	The starting column number of the window.
NCOLS	(Input)	The number of columns in the window.
NROWS	(Input)	The number of rows in the window.

#### Example:

Set a rectangular window of 5 rows by 40 columns to blanks with a yellow foreground and a blue background. The window starts on row 2, column 10:

```
CALL PUFWCA (' ', 30, 2, 10, 5, 40)
```

### 3.24.12 PUFBFR - Read a Screen Window From the Display (MS-DOS)

#### Purpose:

PUFBFR reads a screen window (or the entire screen), and stores the characters and attributes in an array so the screen can later be restored to its original state. PUFBRW restores the screen from this array.

#### Calling Sequence:

CALL PUFBFR (IBUFF, IROW, ICOL, NCOLS, NROWS)

#### Declarations:

INTEGER\*2 IBUFF(NCOLS,NROWS), IROW, ICOL, NCOLS, NROWS

#### Argument Description:

IBUFF	(Output) An array to contain the characters and attributes of the defined window. This should be dimensioned to NCOLS by NROWS.
IROW	(Input) The beginning row number of the window (the first line on the screen is row 0).
ICOL	(Input) The starting column number of the window (the left-most column is column 0).
NCOLS	(Input) The number of columns in the window.
NROWS	(Input) The number of rows in the window.

#### Example:

Save the entire screen:

```
C      INTEGER*2 IBUFF(80,25)
      CALL PUFBFR (IBUFF, 0, 0, 80, 25)
```

### 3.24.13 PUFBFW - Write a Screen Window to the Display (MS-DOS)

#### Purpose:

PUFBFW restores a screen window (or the entire screen) from the array read by subroutine PUFBFR. PUFBFW restores the screen very quickly.

#### Calling Sequence:

CALL PUFBFW (IBUFF, IROW, ICOL, NCOLS, NROWS)

#### Declarations:

INTEGER\*2 IBUFF(NCOLS,NROWS), IROW, ICOL, NCOLS, NROWS

#### Argument Description:

IBUFF	(Output) The array read by PUFBFR.
IROW	(Input) The beginning row number of the window (the first line on the screen is row 0).
ICOL	(Input) The starting column number of the window (the left-most column is column 0).
NCOLS	(Input) The number of columns in the window.
NROWS	(Input) The number of rows in the window.

#### 4 Date and Time Subroutines

The following section describes subroutines that deal with dates and times. This includes obtaining the current system date and time, and changing the date and time to different formats.

Several of the subroutines use julian dates, in days since 31DEC1899 (not days since the beginning of the year). This form of date provides an exact and relative easy means of dealing with time-date information (for example, to increment the date by one day, one is added to the julian date, whereas a more complex algorithm would be required for a military style date such as 28FEB1972). Julian dates can be negative, allowing for times in the 1800's or earlier. A julian date can be converted to another style date (of which many forms are available) using the subroutine JULDAT. Conversely, different styles of dates can be converted to julian using the subroutine DATJUL.

Several of the subroutines pass time information in minutes past midnight. The time in minutes can be converted to a 24 hour military style time (e.g., 1430 is 2:30 p.m.) by the subroutine M2IHM, and back to minutes with subroutine IHM2M. The time interval is given in minutes.

On MS-DOS microcomputers, the julian dates and the time interval must always be declared as INTEGER\*4.

#### 4.1 DATYMD - Convert a Character Date to Integer-Year-Month-Day

##### Purpose:

DATYMD takes a character date, in a variety of styles, and converts it into an integer year-month-day style date. If no year is provided, the current year is returned. If no day is provided, the first of the month is returned. DATYMD will convert any of the dates produced by subroutine YMDDAT (or JULDAT). An example list of date styles is given.

##### Calling Sequence:

CALL DATYMD (CDATE, IYEAR, IMONTH, IDAY, IERROR)

##### Declarations:

INTEGER IYEAR, IMONTH, IDAY, IERROR  
CHARACTER CDATE\*20

##### Argument Description:

CDATE	(Input) A character string containing the date to be converted. If no year is provided, the current year is returned. If no day is provided, the first of the month is returned (a month must be given).
IYEAR	(Output) The year of the date. This will be a four digit year (e.g., 1982 instead of 82). If no year is given, the current year will be returned.
IMONTH	(Output) The month number of the date provided (January is 1, February is 2, etc.).
IDAY	(Output) The day of the date. If no day is given, the first of the month is returned.
IERROR	(Output) A status parameter indicating the successfulness of the conversion. If IERROR is returned as 0, the date was converted. If IERROR is returned as -1, an invalid date was given.

##### Remarks:

DATYMD will convert the date successfully as long it can recognize the first three characters of the month (unless a style of 3/21/82 is passed), which may be either in lower or upper case. DATYMD assumes that the year (if given) is at the end of the character string.

If a two digit year is given, it is assumed to be for the 1900's. DATYMD will recognize dates for the 1800's (and earlier), as long as a four digit year is specified.

Example dates that are recognized by DATYMD are:

March 21, 1982

Mar 21, 82

21MAR82

21 Mar 1882

3/21/82

3-21-82

March 82 (The date for March 1, 1982 is returned)

21 March (The date for March 21, of the current year is returned)

March 21 (The date for March 1, 1921 is returned, not  
the date for the 21st of March as the year is always  
assumed to be at the end of the date)

3-21 (The date for March 21, of the current year is returned)



## 4.2 DATJUL - Convert a Character Date to Julian

### Purpose:

DATJUL takes a character date, in a variety of styles, and converts it into a julian date in days since December 31, 1899. If no year is provided, the current year is assumed. If no day is provided, the first of the month is assumed. DATJUL will convert any of the dates produced by subroutine JULDAT (or YMDDAT). An example list of date styles is given.

### Calling Sequence:

CALL DATJUL (CDATE, JULIAN, IERROR)

### Declarations:

INTEGER JULIAN, IERROR  
CHARACTER CDATE\*20

On MS-DOS microcomputers, the julian date must be INTEGER\*4:

INTEGER\*4 JULIAN

### Argument Description:

CDATE	(Input) A character string containing the date to be converted. If no year is provided, the current year is assumed. If no day is provided, the first of the month is assumed (a month must be given).
JULIAN	(Output) The julian date of CDATE, in days since December 31, 1899.
IERROR	(Output) A status parameter indicating the successfulness of the conversion. If IERROR is returned as 0, the date was converted. If IERROR is returned as -1, an invalid date was given, and JULIAN will be returned as -777777.

### Remarks:

DATJUL will convert the date successfully as long it can recognize the first three characters of the month (unless a style of 3/21/82 is passed), which may be either in lower or upper case. DATJUL assumes that the year (if given) is at the end of the character string.

If a two digit year is provided, it is assumed to be for the 1900's. DATJUL will recognize dates for the 1800's (and earlier), as long as a four digit year is specified.

Example dates that are recognized by DATJUL are:

- Mar 21, 82
- 21MAR82
- 21 Mar 1882
- 3/21/82
- 3-21-82
- March 82 (The date for March 1, 1982 is returned)
- 21 March (The date for March 21, of the current year is returned)
- March 21 (The date for March 1, 1921 is returned, not  
the date for the 21st of March as the year is always  
assumed to be at the end of the date)
- 3-21 (The date for March 21, of the current year is returned)

The subroutine DATYMD is used in the conversion.

### 4.3 YMDDAT - Convert an Integer Year-Month-Day Date into a Character Date

#### Purpose:

YMDDAT takes an integer date in the form of year-month-day, and converts it into a character date in one of a variety of styles. A list of the styles follows.

#### Calling Sequence:

CALL YMDDAT (IYEAR, IMONTH, IDAY, ISTYLE, CDATE, NDATE, IERROR)

#### Declarations:

INTEGER IYEAR, IMONTH, IDAY, ISTYLE, NDATE, IERROR  
CHARACTER CDATE\*20

#### Argument Description:

IYEAR	(Input) The year portion of the date. This can either be a two digit or four digit number. For dates prior to 1900, a four digit number is required.
IMONTH	(Input) The integer month portion of the date (e.g., 1 corresponds to January, 2 to February, etc.). This must be a number between 1 and 12.
IDAY	(Input) The integer day portion of the date. This must be a number between 1 and 31.
ISTYLE	(Input) The style of date to return. A complete list of the styles follows.
CDATE	(Output) The returned character date.
NDATE	(Output) The number of characters in the date. Characters beyond NDATE are not changed. (If you print or pass CDATE, imply the length by printing or passing CDATE(1:NDATE)).
IERROR	(Output) A status flag indicating if an error occurred. If the date was converted properly, IERROR will be returned as zero, otherwise IERROR will be returned as -1.

### Styles:

There are eleven basic style of dates, and four versions of each style. The differences are whether the month should be upper or lower case, and whether a two or four digit year should be used. The lower case styles of dates are:

<u>ISTYLE</u>	<u>Form</u>	<u>ISTYLE</u>	<u>Form</u>
0	June 2, 1985	10	June 2, 85
1	Jun 2, 1985	11	Jun 2, 85
2	2 June 1985	12	2 June 85
3	June 1985	13	June 85
4	02Jun1985	14	02Jun85
5	2Jun1985	15	2Jun85
6	Jun1985	16	Jun85
7	02 Jun 1985	17	02 Jun 85
8	2 Jun 1985	18	2 Jun 85
9	Jun 1985	19	Jun 85

The upper case styles of dates are:

<u>ISTYLE</u>	<u>Form</u>	<u>ISTYLE</u>	<u>Form</u>
100	JUNE 2, 1985	110	JUNE 2, 85
101	JUN 2, 1985	111	JUN 2, 85
102	2 JUNE 1985	112	2 JUNE 85
103	JUNE 1985	113	JUNE 85
104	02JUN1985	114	02JUN85
105	2JUN1985	115	2JUN85
106	JUN1985	116	JUN85
107	02 JUN 1985	117	02 JUN 85
108	2 JUN 1985	118	2 JUN 85
109	JUN 1985	119	JUN 85

The month-day-year style of dates are:

<u>ISTYLE</u>	<u>Form</u>
-1	6/2/85
-2	6-2-85
-11	06/02/85
-12	06-02-85

### Remarks:

If CDATE is not declared large enough, the date will be truncated to fit in CDATE. It is prudent to use CDATE(1:NDATE), or to pre-blank CDATE prior to calling YMDDAT, as characters beyond NDATE are unchanged.

#### 4.4 JULDAT - Convert a Julian Date into a Character Date

##### Purpose:

JULDAT takes a julian date, in days since December 31, 1899, and converts it into a character date in one of a variety of styles. A list of the styles follows.

##### Calling Sequence:

CALL JULDAT (JULIAN, ISTYLE, CDATE, NDATE)

##### Declarations:

INTEGER JULIAN, ISTYLE, NDATE  
CHARACTER CDATE\*20

On MS-DOS microcomputers, the julian date must be INTEGER\*4:

INTEGER\*4 JULIAN

##### Argument Description:

JULIAN	(Input) The julian date, in days since December 31, 1899. JULIAN can be a negative number for dates in the 1800's, but a style that includes the full four digit year should be selected.
ISTYLE	(Input) The style of date to return. A complete list of the styles follows.
CDATE	(Output) The returned character date.
NDATE	(Output) The number of characters in the date. Characters beyond NDATE are not changed. (If you print or pass CDATE, imply the length by printing or passing CDATE(1:NDATE)).

##### Remarks:

If CDATE is not declared large enough, the date will be truncated to fit in CDATE. It is prudent to use CDATE(1:NDATE), or to pre-blank CDATE prior to calling YMDDAT, as characters beyond NDATE are unchanged.

### Styles:

There are eleven basic style of dates, and four versions of each style. The differences are whether the month should be upper or lower case, and whether a two or four digit year should be used. The lower case styles of dates are:

<u>ISTYLE</u>	<u>Form</u>	<u>ISTYLE</u>	<u>Form</u>
0	June 2, 1985	10	June 2, 85
1	Jun 2, 1985	11	Jun 2, 85
2	2 June 1985	12	2 June 85
3	June 1985	13	June 85
4	02Jun1985	14	02Jun85
5	2Jun1985	15	2Jun85
6	Jun1985	16	Jun85
7	02 Jun 1985	17	02 Jun 85
8	2 Jun 1985	18	2 Jun 85
9	Jun 1985	19	Jun 85

The upper case styles of dates are:

<u>ISTYLE</u>	<u>Form</u>	<u>ISTYLE</u>	<u>Form</u>
100	JUNE 2, 1985	110	JUNE 2, 85
101	JUN 2, 1985	111	JUN 2, 85
102	2 JUNE 1985	112	2 JUNE 85
103	JUNE 1985	113	JUNE 85
104	02JUN1985	114	02JUN85
105	2JUN1985	115	2JUN85
106	JUN1985	116	JUN85
107	02 JUN 1985	117	02 JUN 85
108	2 JUN 1985	118	2 JUN 85
109	JUN 1985	119	JUN 85

The month-day-year style of dates are:

<u>ISTYLE</u>	<u>Form</u>
-1	6/2/85
-2	6-2-85
-11	06/02/85
-12	06-02-85

#### 4.5 IYMDJL - Convert an Integer Year-Month-Day Date to Julian

##### Purpose:

The integer function IYMDJL takes an integer date in the form of year, month, day, and converts it into a julian date in days since December 31, 1899.

##### Calling Sequence:

JULIAN = IYMDJL (IYEAR, IMONTH, IDAY)

##### Declarations:

INTEGER JULIAN, IYEAR, IMONTH, IDAY

On MS-DOS microcomputers, the julian date must be INTEGER\*4:

INTEGER\*4 JULIAN, IYMDJL

##### Argument Description:

IYEAR	(Input) The year portion of the date. This can either be a two digit or four digit number. For years prior to 1900, a four digit number is required.
IMONTH	(Input) The integer month portion of the date (e.g., 1 corresponds to January, 2 to February, etc.). This must be a number between 1 and 12.
IDAY	(Input) The day of the date. This must be a number between 1 and 31.
JULIAN	(Output) The julian date, in days since December 31, 1899. If an illegal date was passed, JULIAN will be returned as -777777.

##### Remarks:

Dates prior to December 31, 1899 can be obtained, as long as a 4 digit year is used. This would result in a negative julian date.

#### 4.6 JLIYMD - Convert a Julian date into an Integer Year-Month-Day Date

##### Purpose:

The integer function JLIYMD takes a julian date in days since December 31, 1899, and converts into an integer year-month-day style date.

##### Calling Sequence:

IDUMMY = JLIYMD (JULIAN, IYEAR, IMONTH, IDAY)

##### Declarations:

INTEGER JULIAN, IYEAR, IMONTH, IDAY, IDUMMY

On MS-DOS microcomputers, the julian date must be INTEGER\*4:

INTEGER\*4 JULIAN

##### Argument Description:

JULIAN	(Input) The julian date, in days since December 31, 1899. JULIAN can be a negative number for dates in the 1800's.
IYEAR	(Output) The integer year of the julian date provided. This will be returned as a 4 digit year (e.g., 1979 instead of 79).
IMONTH	(Output) The month number of the julian date (January is 1, February is 2, etc.).
IDAY	(Output) The integer day of the julian date.
IDUMMY	(Output) A dummy integer variable.

##### Remarks:

JLIYMD is a function rather than a subroutine for compatibility reasons. Thus IDUMMY is a dummy variable.



#### 4.7 IDAYWK - Get the Day of the Week from a Julian Date

##### Purpose:

Given a julian day, in days since December 31, 1899, the integer function IDAYWK returns the day of the week for that date. IDAYWK is returned as a 1 for Sunday, a 2 for Monday, etc..

##### Calling Sequence:

NDAY = IDAYWK (JULIAN)

##### Declarations:

INTEGER JULIAN, NDAY

On MS-DOS microcomputers, the julian date must be INTEGER\*4:

INTEGER\*4 JULIAN

##### Argument Description:

JULIAN (Input) The julian date, in days since December 31, 1899.

NDAY (Output) The day number of the week (ranging between 1 and 7). For a Sunday, NDAY is returned as 1; for a Monday, NDAY is returned as 2, etc..

#### 4.8 IHM2M - Convert a 24 Hour Clock Time to Minutes

##### Purpose:

IHM2M takes a character string containing a 24 hour military style clock time (e.g., '1630'), and converts it into minutes past midnight.

##### Calling Sequence:

MINUTE = IHM2M (CTIME)

##### Declarations:

INTEGER MINUTE  
CHARACTER CTIME\*4

##### Argument Description:

CTIME (Input) A character string containing the 24 hour clock time (e.g., '1422').

MINUTE (Output) An integer number returned with CTIME converted to minutes past midnight. If an illegal time was passed, MINUTE is returned as -1.

##### Remarks:

The 24 hour clock time should always be 4 digits long. For example, the time '900' is valid, but '9' or '09' is not.

If you desire to convert an integer number containing a 24 hour clock time to minutes past midnight, the following code can be used:

IHOUR = ITIME/100  
IMIN = ITIME - (IHOUR\*100)  
MINUTE = (IHOUR\*60) + IMIN

#### 4.9 M2IHM - Convert a Time in Minutes to 24 Hour Clock Time

##### Purpose:

M2IHM takes a time, in minutes past midnight, and converts it into a 24 hour 4 character military style clock time (e.g., 1630 or 0900). The clock time is returned as both an integer number and in a character string.

##### Calling Sequence:

ITIME = M2IHM (MINUTE, CTIME)

##### Declarations:

INTEGER MINUTE, M2IHM  
CHARACTER CTIME\*4

##### Argument Description:

MINUTE     (Input)   The time, in minutes past midnight.

CTIME       (Output)   The time returned in 24 hour military style clock time (e.g., '1630'). This must be a character variable.

M2IHM       (Output)   The time in 24 hour clock time returned as an integer number.

##### Remarks:

M2IHM returns both a character string and an integer number form of the time. CTIME must be a character variable with a length of at least 4. If an invalid time is passed (MINUTE less than zero or greater than 1440, ITIME is returned as -1, and CTIME is filled with asterisks (\*).

If an integer time only is desired, it is usually better to use the following code:

```
IHR = MINUTE/60  
IMIN = MINUTE - (IHR*60)  
ITIME = IHR*100 + IMIN
```

#### 4.10 INCTIM - Increment a Date and Time

##### Purpose:

The integer function INCTIM increments a julian date and time a specified number of periods, based on a given time interval. INCTIM handles leap years and the different number of days in the different months.

##### Calling Sequence:

IDUMMY = INCTIM (INTL, IFLAG, NPER, JULS, ISTIME, JULE, IETIME)

##### Declarations:

INTEGER INTL, IFLAG, NPER, JULS, ISTIME, JULE, IETIME, IDUMMY

On MS-DOS microcomputers, the julian dates and time interval must be INTEGER\*4:

INTEGER\*4 JULS, JULE, INTL

##### Argument Description:

INTL	(Input) The time interval corresponding to the number of periods to increment the date and time by. This is usually given in minutes (IFLAG=0), but may be specified in days (IFLAG=1) for larger intervals.
IFLAG	(Input) IFLAG indicates the units of INTL. If INTL is given in minutes (the typical case), set IFLAG to zero. If INTL is given in days, set IFLAG to one.
NPER	(Input) The number of periods to increment the date and time by. NPER may be a negative number to decrement the date and time.
JULS	(Input) The starting julian date, in days since December 31, 1899.
ISTIME	(Input) The starting time, in minutes past midnight.
JULE	(Output) The incremented julian date, in days since December 31, 1899.
IETIME	(Output) The incremented time, in minutes past midnight.
IDUMMY	(Output) A dummy variable allowing INCTIM to be a integer function. This is for compatibility reasons.

Remarks:

A time interval of one year is the only valid interval greater than one month.

If a monthly interval is used with a julian date corresponding to the end of the month, the resultant incremented date will be for the end of the month. For example, if Jan. 31 is incremented one month, the result would be Feb. 28 (depending on leap year). If Feb. 28 is incremented one month, the result would be March 31.

INCTIM has been tested on Harris computers for periods of between -10,000 and 10,000 for intervals of one month and less, and for periods of between -1,000 and 1,000 for intervals of one year. Be cautious of round off errors for larger increments.

Examples:

- C     Increment a time/date 500 periods for an interval of 1 hour  
      READ (5,\*) JULS, ISTEIME  
      IDUM = INCTIM (60, 0, 500, JULS, ISTEIME, JULE, IETIME)
  
- C     Obtain a time window for the last week.  
C     Get the current time, then decrement it one week  
      CALL CURTIM (JULE, IETIME)  
      IDUM = INCTIM (1440, 0, -7, JULE, IETIME, JULS, ISTEIME)
  
- C     Obtain a time window spanning 50 years (ignoring time of day)  
      READ (5,\*) JULS  
      IDUM = INCTIM (365, 1, 50, JULS, 1440, JULE, JDUM)  
      or, alternatively:  
      IDUM = INCTIM (525600, 0, 50, JULS, 1440, JULE, JDUM)
  
- C     Get a time 7 months ago.  
      CALL CURTIM (JULE, IETIME)  
      IDUM = INCTIM (30, 1, -7, JULE, IETIME, JULS, ISTEIME)  
      or, alternatively:  
      IDUM = INCTIM (43200, 0, -7, JULE, IETIME, JULS, ISTEIME)

#### 4.11 NOPERS - Determine the Number of Periods between two Times

##### Purpose:

Given two dates and times, and a time interval, the integer function NOPERS will determine the number of periods between them. This is the inverse function of routine INCTIM.

##### Calling Sequence:

NPERS = NOPERS (INTL, IFLAG, JULS, ISTIME, JULE, IETIME)

##### Declarations:

INTEGER INTL, IFLAG, NPERS, JULS, ISTIME, JULE, IETIME

On MS-DOS microcomputers, the julian date and time interval must be INTEGER\*4:

INTEGER\*4 JULS, JULE, INTL

##### Argument Description:

INTL	(Input) The time interval corresponding to the number of periods to determine. This is usually given in minutes (IFLAG=0), but may be specified in days (IFLAG=1) for larger intervals.
IFLAG	(Input) IFLAG indicates the units of INTL. If INTL is given in minutes (the typical case), set IFLAG to zero. If INTL is given in days, set IFLAG to 1.
JULS	(Input) The julian date of the start of the time window, in days since December 31, 1899.
ISTIME	(Input) The starting time, in minutes past midnight.
JULE	(Input) The julian date of the end of the time window, in days since December 31, 1899.
IETIME	(Input) The ending time, in minutes past midnight.
NPERS	(Output) The number of time periods. NPERS may be negative if the ending date/time is prior to the starting date/time.

Remarks:

A time interval of one year is the only valid interval greater than one month.

NOPERS has been tested on Harris computers for periods of between -10,000 and 10,000 for intervals of one month and less, and for periods of between -1,000 and 1,000 for intervals of one year. Be cautious of round off errors for larger increments.

#### 4.12 CURTIM - Get the Current Julian Date and Time

##### Purpose:

CURTIM returns the current date in julian days since December 31, 1899, and the current time in minutes past midnight. This style of date and time can be used with most of the other HECLIB time and date subroutines.

##### Calling Sequence:

CALL CURTIM (JULIAN, MINUTE)

##### Declarations:

INTEGER JULIAN, MINUTE

On MS-DOS microcomputers, the julian date must be INTEGER\*4:

INTEGER\*4 JULIAN

##### Argument Description:

JULIAN      (Output)   The current julian date, in days since December 31, 1899 (according to the system clock).

MINUTE      (Output)   The current time in minutes past midnight.

##### Remarks:

The subroutine WHEN may be used to obtain the current date and time in character form.



#### 4.13 DATIME - Get Current Date and Time

##### Purpose:

DATIME returns the current system date and time. This is in a format of the year, julian day of the year (from January 1, not HEC's julian date), and time in tenths of a second past midnight.

##### Calling Sequence:

CALL DATIME (IYEAR, JDAY, ITENTH)

##### Declarations:

INTEGER IYEAR, JDAY, ITENTH

##### Argument Description:

IYEAR	(Output)	The current four digit year (e.g., 1987, not 87).
JDAY	(Output)	The current julian day from the first of the year. (This is not the julian day referenced in the other date routines.)
ITENTH	(Output)	The current system time, in tenths of a second past midnight.

##### Remarks:

Other time/date subroutines are usually called instead of DATIME. Refer to the subroutines CURTIM, CDATE, CTIME, and WHEN.

#### 4.14 WHEN - Get the Current Date and Time in Character Form

##### Purpose:

WHEN returns the current date and time in a character format. The date is given in a seven character military style date (e.g., 07JAN83), and the time is returned in an eight character hours, minutes, seconds style format (e.g., 08:32:45).

##### Calling Sequence:

CALL WHEN (CDATE, CTIME)

##### Declarations:

CHARACTER CDATE\*7, CTIME\*8

##### Argument Description:

CDATE        (Output) The current date, returned in a seven character military style date (e.g., 07JAN83).

CTIME        (Output) The current time, returned in an eight character hours, minutes, seconds style format (e.g., 08:32:45).

##### Remarks:

The date and time are returned according to the computer's clock.

If a different style date is desired, call HECLIB subroutine CURTIM then HECLIB subroutine JULDAT with the selected style. A four character military style time may be obtained by calling CURTIM then M2IHM.

#### 4.15 CDATE - Get the Current Date

##### Purpose:

CDATE returns the current system date in a 9 character military style format. An example date is '08 MAR 82'.

##### Calling Sequence:

CALL CDATE (CCDATE)

##### Declaration:

CHARACTER CDATE\*9

##### Argument Description:

CCDATE      (Output)    The current system date, in a nine character style format.

#### 4.16 CTIME - Get the Current Time

##### Purpose:

CTIME returns the current system time in an 8 character hour, minute, second format. An example of this format is '08:30:15'.

##### Calling Sequence:

CALL CTIME (CCTIME)

##### Declaration:

CHARACTER CCTIME\*8

##### Argument Description:

CCTIME      (Output)    The current system time.

#### 4.17 WAITS - Wait for a Specified Amount of Time

##### Purpose:

WAITS will cause the calling program to pause for the specified amount of time. The time specified is given in seconds and fractions of a second. The smallest amount of time WAITS can pause is generally about 0.01 second.

##### Calling Sequence:

CALL WAITS (SECS)

##### Declaration:

REAL SECS

##### Argument Description:

SECS            (Input) A real number containing the time to wait, in seconds.

##### Examples:

Wait for 3/4 of a second:  
CALL WAITS (0.75)

Wait for 30 seconds:  
CALL WAITS (30.0)

Wait for 1/20th of a second:  
CALL WAITS (0.05)

#### 4.18 XTIME - Get the Current CPU Time for the Session

##### Purpose:

XTIME returns the amount of CPU time used for the current session. On MS-DOS microcomputers, this is the number of seconds past midnight.

##### Calling Sequence:

CALL XTIME (SECS)

##### Declaration:

REAL SECS

##### Argument Description:

SECS	(Output)	The elapsed CPU time since the beginning of the session. This is returned in seconds and fractions of a second.
------	----------	---

#### 4.19 GETIME - Get Time Window from a Program Command Line

##### Purpose:

Subroutine GETIME obtains a time window from a program command line input. This is the subroutine called by programs DSPLAY and DSSUTL to specify the time window.

##### Calling Sequence:

```
CALL GETIME (CLINE, IBEG, ILEN, JULS, ISTEIME,  
* JULE, IETIME, ISTAT)
```

##### Declarations:

```
CHARACTER CLINE  
INTEGER IBEG, ILEN, JULS, ISTEIME, JULE, IETIME, ISTAT
```

On MS-DOS microcomputers, the julian dates must be INTEGER\*4:

```
INTEGER*4 JULS, JULE
```

##### Argument Description:

CLINE	(Input) The program command line containing the users time window input.
IBEG	(Input) The beginning character position in CLINE to process.
ILEN	(Input) The number of characters in CLINE to process.
JULS	(Input-Output) The starting julian date of the time window, in days since December 31, 1899. This is changed (or not changed) according to the input on CLINE. If the time window is cleared, JULS is set to -777777.
ISTEIME	(Input-Output) The starting time of the time window, in minutes past midnight (for midnight ISTEIME is 1440, not 0). If the time window is cleared, ISTEIME is set to -1.
JULE	(Input-Output) The ending julian date of the time window, in days since December 31, 1899. If the time window is cleared, JULE is set to -777777.
IETIME	(Input-Output) The ending time of the time window, in minutes past midnight. If the time window is cleared, IETIME is set to -1.

ISTAT (Output) A status parameter. If ISTAT is returned as zero, the time window was set without error. If ISTAT is returned as one (1), the time window was cleared. If ISTAT is returned as negative one (-1), some error occurred and the time window was cleared.

Remarks:

A time window is specified by entering the starting date and time followed by the ending date and time. The time or date may be in either order (as long as the starting time and date precedes the ending time and date).

A time must be a four digit number, given in 24 hour clock time. A date can be one of several styles, but must not contain any spaces within it. (A 7 or 9 character military style date is the style typically used.) A time window may also be set relative to the system time by using the single character "T" or "D".

The ending date/time may be changed without affecting the beginning date/time by leaving empty fields (specified by commas). A date/time offset may be given by specifying the number of hours (H), days (D) or years (Y) to add or subtract from the previous date/time settings, or with the current date/time reference "T". The time registers may be cleared by sending a blank line to GETIME (or setting ILEN to zero).

Valid examples include:

01MAR72, 2400 18SEP72, 1200  
2400 01MAR72 1200,18SEP1972

T-4H, T	(current date/time - 4 hours, current date/time)
D, 1600	(today at 4 p.m.)
-2D +8H	(subtract 2 days from the starting date/time, add 8 hours to the ending date/time)
T-5Y, T-31D	(today - 5 years, today - 31 days)
,,,+12H	(add 12 hours to the ending date/time)



## 5 Character Manipulation Subroutines

The following section describes subroutines that operate on character strings. This includes scanning for specified characters (or delimiters), moving character strings, and converting character data into Hollerith (and vica-versa).

Some of the heavily used subroutines (such as CHRLNB and CHRBLK) are written in assembly language.

### 5.1 CHRBLK - Fill a Character String with Blanks

#### Purpose:

CHRBLK places the space character (' ') throughout a character string.

#### Calling Sequence:

CALL CHRBLK (CSTR)

#### Declaration:

CHARACTER CSTR

#### Argument Description:

CSTR        (Output) The character string to blank fill. The beginning and ending position are implicit (e.g., CSTR(5:50)).

#### Remarks:

On Harris computers and MS-DOS microcomputers, CHRLNB uses assembly code for increased efficiency. A FORTRAN substitute is available for other computers.

CHRBLK replaces subroutines STRBLK and CHABLK.

## 5.2 CHR FIL - Fill a Character String with a Specified Character

### Purpose:

CHRFIL fills a given character string with a given character.

### Calling Sequence:

```
CALL CHRFIL (CSTR, CHR)
```

### Declarations:

```
CHARACTER CSTR, CHR*1
```

### Argument Description:

CSTR (Output) The character variable for which each character will be replaced with character CHR. The beginning and ending locations are implicit.

CHR (Input) The character to fill CSTR with.

### Example:

CHRFIL may be used in generating the outlines of a table, for example:

```
CALL CHRFIL (CSTR(1:5), ' ')
CALL CHRFIL (CSTR(6:70), '-')
WRITE (6, '(A)') CSTR(1:70)
```

will output a line of 5 blanks followed by 65 dashes (-).

### 5.3 CHRLNB - Locate the Last Non-Blank Character

#### Purpose:

CHRLNB determines the position of the last non-blank character in a character string.

#### Calling Sequence:

CALL CHRLNB (CSTR, ILAST)

#### Declarations:

CHARACTER CSTR  
INTEGER ILAST

#### Argument Description:

CSTR        (Input) The character string in which to locate the position of the last non-blank character. The length of the string is implicit (e.g., CSTR(5:50)).

ILAST       (Output) The position of the last non-blank character in CSTR. If CSTR is completely blank filled, ILAST is returned as zero.

#### Remarks:

On Harris computers and MS-DOS microcomputers, CHRLNB uses assembly code for increased efficiency. A FORTRAN substitute is available for other computers.

CHRLNB replaces LASTCH.

#### 5.4 LFLNB - Locate the First and Last Non-Blank

##### Purpose:

LFLNB determines the position of the first and last non-blank character in a character string. If only the position of the last non-blank character is desired, use subroutine CHRLNB instead.

##### Calling Sequence:

CALL LFLNB (CSTR, IBEG, ILEN, IFNB, NLEN)

##### Declarations:

CHARACTER CSTR  
INTEGER IBEG, ILEN, IFNB, NLEN

##### Argument Description:

CSTR	(Input) The character string in which to determine the positions of the first and last non-blank characters.
IBEG	(Input) The beginning character position in which to start searching.
ILEN	(Input) The length (number of characters) from IBEG in which to search.
IFNB	(Output) The position of the first non-blank character, relative to the beginning of CSTR (not to IBEG). If the entire string is blank filled, IFNB is returned as zero.
NLEN	(Output) The number of characters from IFNB to the position of the last non-blank character (Note: this is the length, not the ending position). If the entire string is blank filled, NLEN is returned as zero.

## 5.5 REMBLK - Remove Blanks From a String

### Purpose:

REMBLK removes all blanks from a string (while left justifying the string).

### Calling Sequence:

CALL REMBLK (CIN, COUT, NOUT)

### Declarations:

CHARACTER CIN, COUT  
INTEGER NOUT

### Argument Description:

CIN	(Input) The character string in which to remove the blanks from.
COUT	(Output) A character variable that will contain the compressed string. If the length of COUT is less than the number of characters to be placed in it, it will be truncated.
NOUT	(Output) The number of characters placed in COUT. If CIN contains all blanks, NOUT will be returned as zero.

### Example:

If:  
CALL REMBLK (' THIS IS A TEST LINE. ', COUT, NOUT)

Then:  
NOUT = 16  
COUT(1:NOUT) = 'THISISATESTLINE.'

## 5.6 UPCASE - Convert a Character String to Upper Case

### Purpose:

UPCASE converts all characters in a character string to upper case. This provides a means for programs to read input in both lower and upper case, and treat it the same.

### Calling Sequence:

CALL UPCASE (CLINE)

### Declaration:

CHARACTER CLINE

### Argument Description:

CLINE      (Input-Output) The character variable containing the string to be converted to upper case. If the string is already in upper case, no processing will be done.

### Example:

```
CALL ANREAD (5, 'Enter Yes or No >', 17, CLINE, NLINE)
CALL UPCASE (CLINE)
IF (CLINE(1:1).EQ.'Y') THEN
. . .
```

## 5.7 MATCH - Search a List for a Character String

### Purpose:

MATCH searches a character list (array) for the occurrence of a character string. The number of the element matching that string is returned. If no matches were found, zero is returned. MATCH was designed to determine what command from a program has been entered.

### Calling Sequence:

```
CALL MATCH (CSTR, IBEG, ILEN, CLIST, NLIST, NLEN, IMATCH)
```

### Declarations:

```
CHARACTER CSTR, CLIST(NLIST)  
INTEGER IBEG, ILEN, NLIST, NLEN, IMATCH
```

### Argument Description:

CSTR	(Input) The character string to search for. Typically this is the command read from the input.
IBEG	(Input) The beginning position in CSTR to compare.
ILEN	(Input) The number of characters in CSTR, relative to IBEG, to compare.
CLIST	(Input) A character array containing the strings to be searched. Typically this is an array containing command names.
NLIST	(Input) The number of entries in CLIST. This may also be the dimension of CLIST.
NLEN	(Input) The length of the character elements in CLIST.
IMATCH	(Output) IMATCH is returned with the number of the element in CLIST that matched CSTR. Typically this will be the number of the command. If no match is found, IMATCH will be returned as zero.



**Remarks:**

MATCH will only scan for a match of ILEN characters, and will return on the first match found. If, for example, CSTR is one character long, then only the first character of each element in CLIST will be compared until a match is found. Thus, if a user abbreviates a command, it should be long enough to be unique.

**Example:**

```
5      CONTINUE
      READ (5,10,END=100) CLINE
10     CONTINUE
      J = ISCAN (CLINE, 1, 20, ' ', ' ', 1, 2, K)
      IF (J.EQ.0) GO TO 900
      CALL MATCH (CLINE, 1, J, CLIST, 34, 4, IMATCH)
C
      IF (IMATCH.EQ.0) THEN
      WRITE (6,*) 'UNRECOGNIZED COMMAND; REENTER'
      GO TO 5
      ENDIF
```

## 5.8 INDEXR - Reverse Index

### Purpose:

The function INDEXR is similar to the FORTRAN INDEX function, except INDEXR searches in a reverse direction. INDEXR searches character string CSTR1 for the last occurrence of character string CSTR2 (i.e., searching from right to left). INDEXR will be returned as the position of the left most character in the match of the last occurrence of CSTR2. If CSTR2 is not found, INDEXR will be returned as zero.

### Calling Sequence:

I = INDEXR (CSTR1,CSTR2)

### Declarations:

INTEGER INDEXR  
CHARACTER CSTR1, CSTR2

### Argument Description:

CSTR1	(Input) The character string to search. The beginning location and ending location are implied (e.g., CSTR1(8:35)).
CSTR2	(Input) The character string to searched for.
INDEXR	(Output) The position of the left-most character in the match of the last occurrence of CSTR2 in CSTR1, relative to the start of the search. If CSTR2 is not found, INDEXR will be returned as zero.

### Remarks:

INDEXR searches for a string of characters, not individual characters. Refer to function ISCAN in order to search for individual characters.

Examples:

If:

1234567890123456789012345678901  
CSTR1(1:31) = ' THIS IS A TEST LINE, ABC ABC. '

Then:

INDEXR(CSTR1, '.') = 30  
INDEXR(CSTR1, 'ABC') = 27  
INDEXR(CSTR1, 'ABC ') = 23  
INDEXR(CSTR1, 'A ') = 10  
INDEXR(CSTR1(10:31), 'A ') = 1  
INDEXR(CSTR1(10:), 'ABC') = 18  
INDEXR(CSTR1, 'BCA') = 0

## 5.9 NINDX - Search for the Non-Occurrence of a String

### Purpose:

The function NINDX is similar to the FORTRAN INDEX function, except NINDX searches for the non-occurrence of a string. NINDX searches character string CSTR1 for the first non-occurrence of string CSTR2. NINDX is returned as the position of the left most character of the first non-match in CSTR1 of CSTR2. If CSTR2 matches all characters in CSTR1, NINDX is returned as zero. A typical use of NINDX is to search for the first non-blank in a string.

### Calling Sequence:

I = NINDX(CSTR1,CSTR2)

### Declarations:

INTEGER NINDX  
CHARACTER CSTR1, CSTR2

### Argument Description:

CSTR1	(Input) The character string to search. The beginning location and ending location are implied (e.g., CSTR1(8:35)).
CSTR2	(Input) The character string searched for its non-occurrence.
NINDX	(Output) The position of the left most character in the first non-match of CSTR2. If CSTR2 matches all characters in CSTR1, NINDX will be returned as zero.

### Remarks:

NINDX searches for the non-occurrence of a string of characters or a single character, not individual characters. Refer to function NSCAN in order to search for the non-occurrence of individual characters.

Usually NINDX is used to find the first non-blank in a string. Almost always, CSTR2 will only be one character long.

**Examples:**

If:

```
123456789012345678901234567
CSTR1(1:27) = '  THIS IS A TEST LINE.  '
```

Then:

```
NINDX(CSTR1, ' ') = 5
NINDX(CSTR1(1:4), ' ') = 0
NINDX(CSTR1, 'T') = 1
```

If:

```
123456789
CSTR1(1:9) = 'AAAABAAAA'
```

Then:

```
NINDX(CSTR1, 'A') = 5
NINDX(CSTR1(3:), 'A') = 3
NINDX(CSTR1(1:4), 'A') = 0
NINDX(CSTR1, 'B') = 1
NINDX(CSTR1, 'AB') = 1
```

## 5.10 NINDXR - Search for the Last Non-occurrence of a String

### Purpose:

NINDXR provides a function similar to the FORTRAN function INDEX, except NINDXR searches for the last non-occurrence of a string. NINDXR searches character string CSTR1 (from right to left) for the last non-occurrence of string CSTR2. NINDXR is returned as the position of the left most character of the last non-match in CSTR1 of CSTR2. If CSTR2 matches all characters in CSTR1, NINDXR is returned as zero. NINDXR is usually used to search for the last non-blank character in a string.

### Calling Sequence:

I = NINDXR (CSTR1,CSTR2)

### Declarations:

INTEGER NINDXR  
CHARACTER CSTR1, CSTR2

### Argument Description:

CSTR1      (Input) The character string to search. The beginning location and ending location are implied (e.g., CSTR1(8:35)).

CSTR2      (Input) The character string searched for its non-occurrence.

NINDXR      (Output) The position of the left most character in the last non-match of CSTR2. If CSTR2 matches all characters in CSTR1, NINDXR will be returned as zero.

### Remarks:

NINDXR searches for the non-occurrence of a string of characters or a single character, not individual characters. Refer to function NSCAN in order to search for the non-occurrence of individual characters.

To search for the last non-blank of a character string, use subroutine CHRLNB.

**Examples:**

If:

```
123456789012345678901234567
CSTR1(1:27) = '  THIS IS A TEST LINE.  '
```

Then:

```
NINDXR(CSTR1,' ') = 24
NINDXR(CSTR1(1:4),' ') = 0
NINDXR(CSTR1,'T') = 27
```

If:

```
123456789
CSTR1(1:9) = 'AAAABAAAA'
```

Then:

```
NINDXR(CSTR1,'A') = 5
NINDXR(CSTR1(3:),'A') = 3
NINDXR(CSTR1(1:4),'A') = 0
NINDXR(CSTR1,'B') = 9
NINDXR(CSTR1,'AB') = 9
```

### 5.11 ISCAN - Search a String for Individual Character(s)

#### Purpose:

ISCAN searches character string CSTR1 for the first or last occurrence of any characters in CSTR2. ISCAN is returned with the position of the first character in CSTR1 that matched any character in CSTR2. If no characters matched, ISCAN is returned zero. To make ISCAN search in a reverse direction (for the last occurrence), set the number of characters to scan to negative.

#### Calling Sequence:

I = ISCAN (CSTR1, NBEG1, NLEN1, CSTR2, NBEG2, NLEN2, IPOS2)

#### Declarations:

INTEGER ISCAN, NBEG1, NLEN1, NBEG2, NLEN2, IPOS2  
CHARACTER CSTR1, CSTR2

#### Argument Description:

CSTR1	(Input)	The character string to search.
NBEG1	(Input)	The beginning position in CSTR1 to start searching.
NLEN1	(Input)	The number of characters in CSTR1 to search (from NBEG1). To cause ISCAN to search in a reverse direction (the last occurrence), set NLEN1 to negative. In this context, NBEG1 will actually be the ending position, as ISCAN will search in the order of NBEG1, NBEG1-1, NBEG1-2, etc.
CSTR2	(Input)	A character string with the individual characters to search for.
NBEG2	(Input)	The beginning character position in CSTR2 to be used.
NLEN2	(Input)	The number of characters in CSTR2 to be searched for (relative to NBEG2).
ISCAN	(Output)	The position of the first (or last) character in CSTR1 that matched a character in CSTR2, relative to the beginning of the string. If no matches were found, ISCAN is returned zero.
IPOS2	(Output)	The position of the character in CSTR2 for which there was a match in CSTR1.



**Remarks:**

The beginning and lengths of the character strings are explicitly given in the arguments NBEG1, NLEN1, etc.. (This is a result of ISCAN originally being written in FORTRAN 66, where Holleriths were used instead of characters.) Note that ISCAN is returned as a position relative to the beginning of the string, not NBEG1.

ISCAN searches for individual characters, not a string of characters. Refer to the FORTRAN function INDEX or function INDEXR in order to search for a continuous string.

**Examples:**

If:

```
123456789012345678901
CSTR1(1:21) = 'THIS, IS A TEST LINE.'
```

Then:

```
ISCAN (CSTR1, 1, 21, ' ', 1, 2, IPOS2) = 5; IPOS2 = 2
ISCAN (CSTR1, 1, 21, ' ', 1, 1, IPOS2) = 6; IPOS2 = 1
ISCAN (CSTR1, 7, 15, ' ', 1, 2, IPOS2) = 9; IPOS2 = 1
ISCAN (CSTR1, 1, 4, ' ', 1, 2, IPOS2) = 0; IPOS2 = 0
ISCAN (CSTR1, 21, -21, ' ', 1, 2, IPOS2) = 16; IPOS2 = 1
ISCAN (CSTR1, 1, 21, CSTR1, 17, 5, IPOS2) = 3; IPOS2 = 18
ISCAN (CSTR1, 1, 21, 'LINE.', 1, 5, IPOS2) = 3; IPOS2 = 3
```

Note that if NLEN1 is -21, NBEG1 must be greater than or equal to 21. If NBEG1 were, for example, 1, then ISCAN would try to search from 1 through -19 (1, 0, -1). This would result in an illegal string bounds error.

## 5.12 NSCAN - Search a String for the Non-Occurrence of Individual Character(s)

### Purpose:

NSCAN searches character string CSTR1 for the first or last non-occurrence of any characters in CSTR2. NSCAN is returned with the position of the first character in CSTR1 that did not match any character in CSTR2, relative to the beginning of CSTR1. If all characters matched, NSCAN is returned zero. To cause NSCAN to search in a reverse direction (for the last non-occurrence), make the number of characters to scan negative.

### Calling Sequence:

I = NSCAN (CSTR1, NBEG1, NLEN1, CSTR2, NBEG2, NLEN2)

### Declarations:

INTEGER NSCAN, NBEG1, NLEN1, NBEG2, NLEN2  
CHARACTER CSTR1, CSTR2

### Argument Description:

CSTR1	(Input) The character string to search.
NBEG1	(Input) The beginning character position in CSTR1 to start searching.
NLEN1	(Input) The number of characters in CSTR1 to search (from NBEG1). Note that this is not the ending position. To cause NSCAN to search in a reverse direction (the last occurrence), set NLEN1 to negative. In this context, NBEG1 will actually be the ending position, as NSCAN will search in the order of NBEG1, NBEG1-1, NBEG1-2, etc.
CSTR2	(Input) A character string containing the characters searched for non-occurrence.
NBEG2	(Input) The beginning character position in CSTR2.
NLEN2	(Input) The number of characters in CSTR2 to use (relative to NBEG2).
NSCAN	(Output) The position of the first (or last) character in CSTR1 that did not match a character in CSTR2, relative to the beginning of the string. If all matches were found, NSCAN is returned zero.

Remarks:

The beginning and lengths of the character strings are explicitly given in the arguments NBEG1, NLEN1, etc.. (This is a result of NSCAN originally being written in FORTRAN 66, where Holleriths were used instead of characters.) Note that NSCAN is returned as a position relative to the beginning of the string, not NBEG1.

NSCAN searches for individual characters, not a string of characters. Refer to the function NINDX or NINDXR for a continuous string.

Examples:

If:

```
1234567890123
CSTR1(1:13) = ' 13FEB1987 '
```

Then:

```
NSCAN (CSTR1, 1, 13, ' ', 1, 2) = 2
NSCAN (CSTR1, 2, 12, '1234567890', 1, 10) = 4
NSCAN (CSTR1, 13, -13, ' ', 1, 1) = 10
NSCAN (CSTR1, 10, -10, '1234567890', 1, 10) = 6
```

Note that if NLEN1 is -13, NBEG1 must be greater than or equal to 13. If NBEG1 were, for example, 1, then NSCAN would try to search from 1 through -10 (1, 0, -1). This would result in an illegal string bounds error.

### 5.13 FINDLM - Find Delimiters within a Character String

#### Purpose:

FINDLM locates the positions and lengths of fields (separated by delimiters) within a character string. FINDLM essentially provides the capability of reading from a character string in a "free format" form. The delimiters defining the fields may be set by calling subroutine SETDLM, otherwise default values will be used.

#### Calling Sequence:

```
CALL FINDLM (CSTRNG, NBEG, NLEN, NFIELD, IBEGF, ILENF,  
* IDELMT, IDELMP, ITBL)
```

#### Declarations:

```
CHARACTER CSTRNG  
INTEGER NBEG, NLEN, NFIELD, IBEGF(MAXF), ILENF(MAXF)  
INTEGER IDELMT(MAXF), IDELMP(MAXF), ITBL(128)
```

#### Typically:

```
PARAMETER (MAXF=20)
```

#### Argument Description:

CSTRNG	(Input) The character string to search for delimiters.
NBEG	(Input) The position in CSTRNG to begin the search.
NLEN	(Input) The number of characters to search.
NFIELD	(Input-Output) If NFIELD is a negative number on input, then FINDLM will stop its search after the absolute value of NFIELD fields have been found. (This indicates the dimensions of arguments IBEGF, ILENF, IDELMT, and IDELMP.) On output, NFIELD is returned with the number of fields that were found in the string.
IBEGF	(Output) An array returned with the beginning position of each field. IBEGF(1) corresponds to the beginning position of the first field, IBEGF(2) to the second field, up to IBEGF(NFIELD).

**ILENF** (Output) An array returned with the length (number of characters) in each field, with respect to array IBEGF. ILENF(1) corresponds to the length of the first field, ILENF(2) to the second field, up to ILENF(NFIELD). The ending position may be computed by:

$$\text{IENDP} = \text{IBEGF}(1) + \text{ILENF}(1) - 1$$

**IDELMT** (Output) An array returned with the type of delimiter ending each field. The values range from one to five.

<u>Type</u>	<u>Description</u>
1	Normal delimiter, such as a comma.
2	A "blank" delimiter.
3	A string type delimiter.
4	The last character scanned (as defined by NLEN) was a non-delimiter.
5	The last character scanned (as defined by NLEN) was in the middle of a string.

IDELMT(1) corresponds to the type for the first field, IDELMT(2) to the second field, up to IDELMT(NFIELD).

**IDELMP** (Output) An array containing the position in the delimiter string of the delimiter found (set by SETDLM). IDELMP and IDELMT identify the ending delimiter of the field.

**ITBL** (Input-Output) An integer array, dimension to 128 words, that contains information on the delimiters set. (Information in this array is automatically set by FINDLM and SETDLM.) On EBCDIC computers ITBL must be dimensioned to 260 words.

#### Remarks:

FINDLM scans for three basic types of delimiters. The first type is usually identified by a comma (,). The second type is normally associated with a blank ( ). Two commas delimit two fields, whereas two blanks delimit only one field. A field terminated by a comma, then a blank (or several blanks), is identified as a type two delimiter (and will only be one field). The third type is a string delimiter. When a string delimiter is found, FINDLM will scan until the next occurrence of the same (exact) delimiter is found. Delimiters inside this string are ignored.

The dimensions of arrays IBEGF, ILENF, IDELMT, and IDELMP may be passed to FINDLM by setting NFIELD as the negative value of the dimension. (This will prevent the arrays from being overwritten.)

If FINDLM is called without calling SETDLM first, default delimiters are used. If SETDLM is called prior to FINDLM, default values will be not used (unless explicitly set). Refer to subroutine SETDEM for more information. The default delimiter types are:

<u>Type</u>	<u>Delimiters</u>	<u>Notes</u>
1	,=>()	
2		A blank character.
3	'"	Single or double quotes.

If a slash (/) ended a field, then IDELMT would be 1, and IDELMP would be 3 for that field.

Example 1:

If:

```

1234567890123456789012
CSTRNG = 32.3 45, 0.2,72.3 85.1

```

```

CALL FINDLM (CSTRNG, 1, 22, NFIELD, IBEGF, ILENF,
* IDELMT, IDELMP, ITBL)

```

Then NFIELD would be returned with 5, and the arrays would contain:

Field	IBEGF	ILENF	IDELMT	IDELMP
1	1	4	2	1
2	6	2	1	1
3	10	3	1	1
4	14	4	2	1
5	19	4	4	1

Example 2:

If:

12345678901234567890123456789012345678901234567890  
CSTRNG - This is 'a "test line"' (showing delimiter types/positions).

CALL FINDLM (CSTRNG, 1, 60, NFIELD, ILENF, IDELMT, IDELMP, ITBL)

Then NFIELD would be returned with 8, and the arrays would contain:

Field	IBEGF	ILENF	IDELMT	IDELMP
1	1	4	2	1
2	6	2	3	1
3	10	13	1	5
4	26	7	2	1
5	34	9	2	1
6	44	5	1	3
7	50	9	1	6
8	60	1	4	1

Example 3:

In the following code, FINDLM is used to read data in free format, with error handling.

```
PARAMETER (MAXF=20), (MAXDAT=1000)
CHARACTER CLINE*80
INTEGER IBEGF(MAXF), ILENF(MAXF), IDELMT(MAXF), IDELMP(MAXF)
INTEGER ITBL(128)
REAL VALUES(MAXDAT)

      . . . .
      NVALS = 0
10    CONTINUE
      READ (5, 20, END=100, ERR=900) CLINE
20    FORMAT (A)
      NFIELD = -MAXF
      CALL FINDLM (CLINE, 1, 80, NFIELD, IBEGF, ILENF, IDELMT,
* IDELMP, ITBL)
      DO 30 I=1,NFIELD
      IF (NVALS.GE.MAXDAT) GO TO 800
      NVALS = NVALS + 1
      VALUES(NVALS) = XREAL (CLINE, IBEGF(I), ILENF(I), IERR)
      IF (IERR.NE.0) GO TO 920
30    CONTINUE
      GO TO 10
```

#### 5.14 SETDLM - Set Delimiters for FINDLM

##### Purpose:

SETDLM sets the delimiters to be searched for by FINDLM (if other than the default ones are desired). If SETDLM is call prior to the first call to FINDLM, the default delimiters will not be set (unless explicitly set).

##### Calling Sequence:

CALL SETDLM (ITYPE, CSTRNG, IBEG, NUMB, ITBL)

##### Declarations:

INTEGER ITYPE, IBEG, NUMB, ITBL(128)  
CHARACTER CSTRNG

##### Argument Description:

ITYPE        (Input)    The type of delimiter to set:

ITYPE	Description
-------	-------------

0	Resets all delimiters to be the default ones.
1	Normal delimiters, such as a comma (,).
2	Blank type delimiters.
3	String type delimiters, such as quotes (").

CSTRNG       (Input)    A character string containing the delimiters to be set. If delimiters are set to default values, this argument is ignored.

IBEG         (Input)    The beginning position in CSTRNG.

NUMB         (Input)    The number of characters in CSTRNG. To set this type of delimiter to the default values, set NUMB to -1. To erase all delimiters from a type (so FINDLM will not search for this type), set NUMB to zero (0).

ITBL         (Input-Output) The integer array used by FINDLM to store delimiter information.



### Remarks:

SETDLM usually does not need to be called, unless delimiters other than the default are to be set. If SETDLM is called prior to FINDLM, the default delimiters will not be set, unless explicitly requested. Thus, if you desired to set type one delimiters to a comma and an equal sign only, leaving types two and three as the default, you would need to set the default delimiters for types two and three. (This could be accomplished by calling SETDLM with a type of zero (0) first.)

All delimiters will be reset to the default ones by setting ITYPE to zero. Each type of delimiter can be reset to the default values by setting NUMB to a negative one (-1). To erase all delimiters from a type (so FINDLM will not search for this type), set NUMB to zero (0).

The default delimiters are:

<u>Type</u>	<u>Delimiters</u>	<u>Notes</u>
1	,=/>()	
2		A blank character.
3	'"	Single or double quotes.

### Examples:

To set all delimiters to the default values:

```
CALL SETDLM ( 0, ' ', IDUM, IDUM, ITBL)
```

To set type one delimiter to the default values:

```
CALL SETDLM ( 1, ' ', 1, -1, ITBL)
```

To set type one delimiters to a comma and a equal sign (only):

```
CALL SETDLM ( 1, ',=', 1, 2, ITBL)
```

To set type three delimiters to double quotes only, with others as their defaults:

```
CALL SETDLM ( 0, ' ', IDUM, IDUM, ITBL)
```

```
CALL SETDLM ( 3, '"', 1, 1, ITBL)
```

or, alternatively:

```
CALL SETDLM ( 3, '"', 1, 1, ITBL)
```

```
CALL SETDLM ( 1, ' ', 1, -1, ITBL)
```

```
CALL SETDLM ( 2, ' ', 1, -1, ITBL)
```

To remove all string delimiters (after other delimiters have been set):

```
CALL SETDLM ( 3, ' ', 1, 0, ITBL)
```

### 5.15 LISNUM - Determine if a Character String Contains a Number

#### Purpose:

LISNUM is a logical function that determines if a character string contains a number, or contains alpha characters.

#### Calling Sequence:

LNUM = LISNUM (CSTRNG)

#### Declarations:

CHARACTER CSTRNG\*(\*)  
LOGICAL LISNUM

#### Argument Description:

CSTRNG (Input) The character string to test.

LISNUM (Output) A logical flag that is returned .TRUE. if only numerical characters are found ( -+.0123456789), or .FALSE. if some other characters are found. If any non-numeric characters are found, LISNUM is returned as .FALSE..

## 5.16 INTGR - Read an Integer Number from a Character String

### Purpose:

Function INTGR converts a number in a character string into an integer number.

### Calling Sequence:

NUMBER = INTGR (CSTR, NBEG, NLEN, IERR)

### Declarations:

CHARACTER CSTR  
INTEGER INTGR, NBEG, NLEN, IERR

### Argument Description:

CSTR	(Input)	The character string containing the number to be read.
NBEG	(Input)	The beginning position in CSTR of the number to convert. This may include leading blanks.
NLEN	(Input)	The number of characters in CSTR to read for the number. This should not include trailing blanks.
IERR	(Output)	A status parameter indicating the successfulness of the conversion. If the number was converted correctly, IERR is returned as zero (0). If the string specified contained an illegal character, or some other error occurred, IERR is returned as -1.
INTGR	(Output)	The integer value of the converted string. INTGR is set to -1 if an error occurred.

### Remarks:

If the length of the string is known, the number may be read directly using a FORTRAN READ. If the length of the string may vary from call to call, INTGR will create the proper format to read the number.

### 5.17 INTGRC - Write an Integer Number to a Character String

#### Purpose:

INTGRC writes an integer number into a character string.

#### Calling Sequence:

CALL INTGRC (NUMBER, CSTR, NBEG, NLEN)

#### Declarations:

CHARACTER CSTR  
INTEGER NUMBER, NBEG, NLEN

#### Argument Description:

NUMBER	(Input)	The integer number to be written to the character string.
CSTR	(Output)	The character string to contain the integer number. The results will be right justified and blank filled. If the number overflows the space provided, the field will be set to asterisks (*).
NBEG	(Input)	The beginning position in CSTR in which to place the converted number.
NLEN	(Input)	The number of characters in CSTR available to write the number.

#### Remarks:

Generally, a FORTRAN write statement may be used instead of INTGRC. INTGRC may be used when the size of the number may vary considerably, since INTGRC forms a format based upon the size of the number.

## 5.18 XREAL - Convert a Real Number from a Character String

### Purpose:

Function XREAL converts a number in a character string. A typical use for this occurs when data is read using a character format and then must be converted to a real number.

### Calling Sequence:

XNUMB = XREAL (CSTR, NBEG, NLEN, IERR)

### Declarations:

CHARACTER CSTR  
INTEGER NBEG, NLEN, IERR  
REAL XREAL

### Argument Description:

CSTR	(Input) The character string containing the number to be converted.
NBEG	(Input) The beginning position in CSTR of the number to convert. This may include leading blanks.
NLEN	(Input) The number of characters in CSTR to convert.
IERR	(Output) A status parameter indicating the successfulness of the conversion. If the number was read correctly, IERR is returned as zero (0). If the string specified contained an illegal character, or some other error occurred, IERR is returned as -1.
XREAL	(Output) The real number of the converted string. XREAL is set to -1.0 if an error occurred.

### Remarks:

Exponential numbers may be converted with XREAL. The same rules apply to XREAL as to the 'F' descriptor in the FORTRAN format statement.

If the length of the string is known, the number may be read directly using a FORTRAN READ. If the length of the string may vary from call to call, XREAL will create the proper format to read the number.

## 5.19 XREALC - Convert a Real Number to a Character String

### Purpose:

XREALC converts a real number to a character string.

### Calling Sequence:

CALL XREALC (XNUMB, CSTR, NBEG, NLEN, NDEC)

### Declarations:

CHARACTER CSTR  
INTEGER NBEG, NLEN, NDEC  
REAL XNUMB

### Argument Description:

XNUMB	(Input) The real number to be converted into character form.
CSTR	(Output) The character string to contain the number. The results will be right justified and blank filled. If the number overflows the space provided, the field will be set to asterisks (*).
NBEG	(Input) The beginning position in CSTR in which to place the number.
NLEN	(Input) The number of characters in CSTR to write the number.
NDEC	(Input) The number of digits after the decimal place to write.

### Remarks:

NLEN and NDEC together form a equivalent 'F' format descriptor, in the form 'F<sub>nlen.dec</sub>'. For example, if NLEN is 10 and NDEC is 3, the equivalent 'F' descriptor would be F10.3.

## 5.20 LJSTR - Left Justify a Character String

### Purpose:

Subroutine LJSTR takes a character string and shifts it so that the string (the non-blank characters) is left justified.

### Calling Sequence:

CALL LJSTR (CSTR1, NBEG1, NLEN1, CSTR2, NBEG2)

### Declarations:

INTEGER NBEG1, NLEN1, NBEG2  
CHARACTER CSTR1, CSTR2

### Argument Description:

CSTR1	(Input)	The character string to be left justified.
NBEG1	(Input)	The position in CSTR1 defining the beginning of the string.
NLEN1	(Input)	The length of CSTR1, relative to NBEG1.
CSTR2	(Output)	The character variable to contain the left justified string. CSTR2 may be variable CSTR1.
NBEG2	(Input)	The beginning position in CSTR2 in which to place the left justified string.

### Remarks:

CSTR1 and CSTR2 may be the same arguments.

### Examples:

CALL LJSTR (CSTRNG, 1, 80, CSTRNG, 1)

CALL LJSTR ('        xyz                                ', 1, 30, CSTRNG, 1)

## 5.21 RJSTR - Right Justify a Character String

### Purpose:

Subroutine RJSTR takes a character string and shifts it so that the string (the non-blank characters) is right justified.

### Calling Sequence:

CALL RJSTR (CSTR1, NBEG1, NLEN1, CSTR2, NBEG2)

### Declarations:

INTEGER NBEG1, NLEN1, NBEG2  
CHARACTER CSTR1, CSTR2

### Argument Description:

CSTR1	(Input)	The character string to be right justified.
NBEG1	(Input)	The position in CSTR1 defining the beginning of the string.
NLEN1	(Input)	The length of CSTR1, relative to NBEG1.
CSTR2	(Output)	The character variable to contain the right justified string. CSTR2 may be variable CSTR1.
NBEG2	(Input)	The beginning position in CSTR2 in which to place the right justified string.

### Remarks:

CSTR1 and CSTR2 may be the same arguments.

### Examples:

CALL RJSTR (CSTRNG, 1, 80, CSTRNG, 1)

CALL RJSTR (' xyz', 1, 30, CSTRNG, 1)



## 5.22 CJSTR - Center Justify a Character String

### Purpose:

Subroutine CJSTR takes a character string and shifts it so that the string (the non-blank characters) is in the center.

### Calling Sequence:

CALL CJSTR (CSTR1, NBEG1, NLEN1, CSTR2, NBEG2)

### Declarations:

INTEGER NBEG1, NLEN1, NBEG2  
CHARACTER CSTR1, CSTR2

### Argument Description:

CSTR1	(Input)	The character string to be centered.
NBEG1	(Input)	The position in CSTR1 defining the beginning of the string.
NLEN1	(Input)	The length of CSTR1, relative to NBEG1.
CSTR2	(Output)	The character variable to contain the centered string. CSTR2 may be variable CSTR1.
NBEG2	(Input)	The beginning position in CSTR2 in which to place the centered string.

### Remarks:

CSTR1 and CSTR2 may be the same arguments.

### Examples:

CALL CJSTR (CSTRNG, 1, 80, CSTRNG, 1)

CALL CJSTR (' Title', 1, 30, CSTRNG, 1)

CALL CHRBLK (CSTRNG)

CSTRNG(1:) = 'APPENDIX A'

CALL CJSTR (CSTRNG, 1, 100, CSTRNG, 1)

### 5.23 CHRHOL - Convert a Character String to Hollerith (on Byte Boundaries)

#### Purpose:

CHRHOL converts a character string to Hollerith (an integer array). This is necessary where both alphanumeric and integer or real data must be stored in the same array. CHRHOL converts on byte boundaries. A similar routine, CH2HOL, is faster but converts complete machine words.

#### Calling Sequence:

CALL CHRHOL (CSTR, IBEG, ILEN, IHOL, NBEG)

#### Declarations:

CHARACTER CSTR  
INTEGER IHOL(\*), IBEG, ILEN, NBEG

#### Argument Description:

CSTR	(Input) The character string to be converted into Hollerith.
IBEG	(Input) The beginning position in CSTR defining where to start converting.
ILEN	(Input) The number of characters in CSTR to convert.
IHOL	(Output) An integer array to contain the characters in Hollerith form.
NBEG	(Input) The beginning byte position in IHOL in which to place the converted characters.

#### Remarks:

The bytes in IHOL that are not replaced by the converted characters are unaltered.

## 5.24 HOLCHR - Convert a Hollerith Array to Character (on Byte Boundaries)

### Purpose:

HOLCHR converts an integer array containing Hollerith characters to a character variable. This is necessary where both alphanumeric and integer or real data are stored in the same array. HOLCHR operates on byte boundaries. A similar routine, HOL2CH, is faster but converts complete machine words.

### Calling Sequence:

```
CALL HOLCHR (IHOL, IBEG, ILEN, CSTR, NBEG)
```

### Declarations:

```
CHARACTER CSTR  
INTEGER IHOL(*), IBEG, ILEN, NBEG
```

### Argument Description:

IHOL	(Input) An integer array containing the characters in Hollerith form.
IBEG	(Input) The beginning byte position in IHOL defining where to start converting.
ILEN	(Input) The number of bytes in IHOL, from IBEG, to convert.
CSTR	(Output) The character variable to contain the converted characters.
NBEG	(Input) The beginning character position in CSTR in which to place the converted characters.

## 5.25 CH2HOL - Convert a Character String to Hollerith (on Word Boundaries)

### Purpose:

CH2HOL converts a character string to Hollerith (an integer array) on word boundaries. This is necessary where both alphanumeric and integer or real data must be stored in the same array. A similar routine, CHRHOI, operates on byte boundaries but is slower.

### Calling Sequence:

CALL CH2HOL (CSTR, IHOL, NWORDS)

### Declarations:

CHARACTER CSTR  
INTEGER IHOL(\*), NWORDS

### Argument Description:

CSTR	(Input) The character string to be converted into Hollerith.
IHOL	(Output) An integer array to contain the characters in Hollerith form.
NWORDS	(Input) The number of words to convert from character into Hollerith. Complete words are converted.

## 5.26 HOL2CH - Convert a Hollerith Array to Character (on Word Boundaries)

### Purpose:

HOL2CH converts an integer array containing Hollerith characters to a character variable on word boundaries. This is necessary where both alphanumeric and integer or real data are stored in the same array. HOLCHR operates on byte boundaries. A similar routine, HOLCHR, operates on byte boundaries but is slower.

### Calling Sequence:

```
CALL HOL2CH (IHOL, CSTR, NWORDS)
```

### Declarations:

```
CHARACTER CSTR  
INTEGER IHOL(*), NWORDS
```

### Argument Description:

IHOL	(Input) The integer array containing the Hollerith characters to be converted.
CSTR	(Input) The character variable to contain the converted characters.
NWORDS	(Input) The number of words to convert from Hollerith into character. Complete words are converted.

## 6 PREAD Subroutines

The PREAD preprocessor subroutines provides a means of enhancing the user friendliness of an interactive program. PREAD will operate in either an interactive or batch environment. A complete description of PREAD and the use of PREAD may be found in the Water Control Software Implementation and Management Guide. This section describes how to add the PREAD software to a program.

There are two ways in which to call PREAD. In the first method (the preferred method) the input unit number is passed to subroutine PREADC, which in turn returns the line read in a character variable. For the second method, PREAD is called prior to each FORTRAN READ. In this method the unit number is passed to PREAD in a variable, and this variable is used for the unit number in the FORTRAN READ. The second method is provided for compatibility of older programs.

The steps to add PREAD to a program are as follows:

1. Add calls to PTTACH. Calls to PTTACH should be made at the beginning of the program, similar to the example following.

2. Add calls to PREAD:

Method 1:

- a) Replace every READ (from the standard input) with a call to PREADC. PREADC will return the line read in character variable.

Method 2:

- a) Set an integer variable equal to the standard input unit.
- b) Call PREAD with this variable just before each FORTRAN READ.
- c) Use this variable for the unit number in each FORTRAN READ.

3. Call PEND at the end of the program to close the PREAD files.

If PREAD menus will never be accessed by the program, dummy menu subroutines may be loaded in order to reduce the program size and prevent references to graphics subroutines. This is accomplished by either loading the file PMDUM during linking, or compiling file PMDUMS along with the program. Both of these files should be located in the same area as the library. Also, do not call PTTACH with the menu file keyword (MENFILE). If menus will be accessed, the program must link in the Tektronix graphics library "AG2LIB".

Similarly, if PREAD screens will never be accessed by the program, dummy screen subroutines may be loaded from file PSDUM or compiled from file PSDUMS. Do not call PTTACH with the screen file keyword (SCNFILE).

Example:

```
CHARACTER CNAME*64
C
CALL ATTACH( 5, 'INPUT', 'STDIN', ' ', CNAME, ISTAT )
CALL ATTACH( 6, 'OUTPUT', 'STDOUT', ' ', CNAME, ISTAT )
C
CALL PTTACH( 30, 'SCRATCH', 'SCRATCH1', ' ', CNAME, ISTAT )
CALL PTTACH( 31, 'FUNFILE', 'GENFUN', ' ', CNAME, ISTAT )
CALL PTTACH( 32, 'MACFILE', 'GENMAC', ' ', CNAME, ISTAT )
CALL PTTACH( 33, 'MENFILE', 'GENMEN', ' ', CNAME, ISTAT )
CALL PTTACH( 34, 'SCNFILE', 'GENSCN', ' ', CNAME, ISTAT )
CALL PTTACH( 35, 'LOGFILE', 'PGLOG', ' ', CNAME, ISTAT )
CALL ATTEND
C
```

Method 1:

```
CALL PREADC (5, CLINE, ISTAT, *800)
...
800 CONTINUE

CALL PREADC (5, CLINE, ISTAT, *800)
READ (CLINE,40) X, Y, Z
...
800 CONTINUE
```

Method 2:

```
INPUT = 5
...

CALL PREAD (INPUT)
READ (INPUT,10,END=800) CLINE
...

CALL PREAD (INPUT)
READ (INPUT,40,END=700) X, Y, Z
...

CALL PEND
CLOSE (UNIT=5)
CLOSE (UNIT=6)
STOP
```

## 6.1 PTTACH - Attach PREAD Files

### Purpose:

PTTACH is used to attach files accessed by PREAD (e.g., the macro file, function file, etc.). PTTACH has the same arguments as subroutine ATTACH, except that the files are not opened or accessed until a reference is made to them. (For example, the macro file is not opened, or created, until a !RUN or similar command is issued.)

All the files to be referenced by PREAD must have an associated PTTACH call. PREAD files not specified in a PTTACH call will have that capability disabled. For example, if a macro file is not provided, the macro capability will not be enabled. The PREAD scratch file must be specified in a PTTACH call (all other files are optional).

The subroutine ATTEND should be called after the last call to PTTACH or ATTACH. See the ATTACH subroutine documentation for further information.

### Calling Sequence:

CALL PTTACH (IUNIT, CKEYWD, CDEFLT, CDUMMY, CNAME, IOSTAT)

### Declarations:

INTEGER IUNIT, IOSTAT  
CHARACTER CKEYWD, CDEFLT, CDUMMY, CNAME

### Argument Description:

IUNIT        (Input) The unit number to be associated with that file.

CKEYWD       (Input) The keyword that identifies the file to be accessed. The valid keywords are:

'SCRATCH'  
'FUNFILE'  
'MACFILE'  
'MENFILE'  
'LOGFILE'  
'SCNFILE'

CDEFLT       (Input) The default file to access, if the user does not enter a file name on the execution line for this keyword.

CDUMMY       (Input) A dummy character argument. This may be a blank character (' ').



CNAME (Output) CNAME is returned with the name of the file specified on the execution line, or the default name if none was specified. CNAME must be declared long enough to hold the longest name that might be used.

IOSTAT (Output) A status parameter indicating the successfulness of the call. Because the files are not opened until accessed, this argument is returned with zero unless the program was executed with a question mark on the execution line (see the ATTACH status codes).

Remarks:

PTTACH calls ATTACH with a CONTRL of 'NOP', then remembers the file name. To disable a PREAD capability, do not call PTTACH with the associated keyword.

A PREAD scratch file must always be specified. This file can be any blocked scratch file (see the ATTACH documentation for a valid list).

Example:

```
CHARACTER CNAME*64

C
CALL ATTACH( 5, 'INPUT', 'STDIN', ' ', CNAME, ISTAT )
CALL ATTACH( 6, 'OUTPUT', 'STDOUT', ' ', CNAME, ISTAT )

C
CALL PTTACH( 30, 'SCRATCH', 'SCRATCH1', ' ', CNAME, ISTAT )
CALL PTTACH( 31, 'FUNFILE', 'GENFUN', ' ', CNAME, ISTAT )
CALL PTTACH( 32, 'MACFILE', 'GENMAC', ' ', CNAME, ISTAT )
CALL PTTACH( 33, 'MENFILE', 'GENMEN', ' ', CNAME, ISTAT )
CALL PTTACH( 34, 'SCNFILE', 'GENSCN', ' ', CNAME, ISTAT )
CALL PTTACH( 35, 'LOGFILE', 'PGLOG', ' ', CNAME, ISTAT )
CALL ATTEND
```

## 6.2 PEND - Close PREAD Files

### Purpose:

PEND closes all PREAD files accessed. PEND should be called at the end of a program, along with any other CLOSE statements.

### Calling Sequence:

CALL PEND

### 6.3 PREADC - Pre-Read Processor (Method 1)

#### Purpose:

PREADC preprocess lines read from the terminal (or other input). PREADC returns a character variable containing the line read, and has an alternative return for End-Of-File conditions.

#### Calling Sequence:

CALL PREADC (IUNIT, CLINE, ISTAT, \*EOF-statement)

#### Declarations:

CHARACTER CLINE  
INTEGER IUNIT, ISTAT

#### Argument Description:

IUNIT      (Input)    The unit number attached to the standard input.

CLINE      (Output)   The expanded line read from IUNIT. CLINE is blanked by PREAD prior to reading.

ISTAT      (Output)   A status parameter. If ISTAT is returned as zero or positive, it reflects the number of characters read (in CLINE). If PREAD detected an end-of-file condition, ISTAT is returned as -1. If the declared length of CLINE is less than the length of the expanded line, ISTAT is returned as -2 (and the line is truncated).

\*EOF-statement      (Input)   The statement number to jump to if an end-of-file condition was met (an alternative return). This is the same as an "END=" parameter in a FORTRAN READ.

#### Example:

```
CHARACTER CLINE*132
C
CALL ATTACH( 5, 'INPUT', 'STDIN', ' ', CNAME, ISTAT )
...
C
CALL PREADC (5, CLINE, ISTAT, *800)
READ (CLINE,20) X, Y, Z
...
C
C EOF DETECTED
800 CONTINUE
...
```

## 6.4 PREAD - Pre-Read Processor (Method 2)

### Purpose:

PREAD is the main subroutine that preprocess lines read from the terminal or other input. PREAD should be called prior to each FORTRAN READ from the standard input.

### Calling Sequence:

```
CALL PREAD (IUNIT)
```

### Declaration:

```
INTEGER IUNIT
```

### Argument Description:

IUNIT (Input-Output) A variable containing the unit number attached to the standard input. This must be a variable, and the same variable for all calls to PREAD (if PREAD is called in another subroutine, that variable must be passed to that subroutine). The unit number should be set in a DATA or similar statement (only once).

### Remarks:

PREAD should be called just before each READ from the standard input. The unit variable should be used for the unit number in the FORTRAN READ following the call to PREAD (do not use a literal value).

### Example:

```
DATA INPUT /5/
...

CALL PREAD (INPUT)
READ (INPUT,10,END=900) CLINE
...
```

## 6.5 PREAD1 - Execute a PREAD Command from the Program

### Purpose:

PREAD1 will execute a PREAD command directly from the calling program. PREAD1 is not intended to be called prior to a READ statement.

### Calling Sequence:

```
CALL PREAD1 (CLINE)
```

### Declaration:

```
CHARACTER CLINE
```

### Argument Description:

CLINE      (Input) The PREAD command to execute. This should be the complete command, including the PREAD command character (!).

### Examples:

```
CALL PREAD1 ('!RUN MAC1')  
CALL PREAD1 ('!TEACH & /SOUTH BEND/FLOW/')  
CALL PREAD1 ('!/SS')
```

## 6.6 PSET - Set PREAD Parameters

### Purpose:

PSET is used to set PREAD parameters. This currently includes the prompt string, input echo, and the logging capability.

### Calling Sequence:

CALL PSET (CFLAG, CPARM, NPARM)

### Declarations:

CHARACTER CFLAG\*4, CPARM  
INTEGER NPARM

### Argument Description:

CFLAG (Input) A flag, indicating which parameter to set. A list of the valid flags follows.

CPARM (Input) The character to set the parameter to.

NPARM (Input) The integer number to set the parameter to.

### Valid Parameters:

<u>CFLAG</u>	<u>CPARM</u>	<u>NPARM</u>	<u>Description</u>
'PROM'	prompt	# chars	Sets the input prompt to CPARM, with NPARM characters long.
'ECHO'	'ON' or 'OFF'	-	Turns the echo on or off.
'LOGF'	'ON' or 'OFF'	-	Turns the log on or off.
'LOGN'	-	unit	Changes the log file unit number.

## 6.7 PINQIR - Inquire About PREAD Parameters

### Purpose:

PINQIR returns the current setting of several PREAD parameters.

### Calling Sequence:

CALL PINQIR (CFLAG, CPARM, NPARM)

### Declarations:

CHARACTER CFLAG\*4, CPARM  
INTEGER NPARM

### Argument Description:

CFLAG (Input) A flag, indicating which parameter to inquire about. A list of the valid flags follows.

CPARM (Output) A character variable containing the setting of the parameter.

NPARM (Output) An integer number containing the setting of the parameter.

### Valid Parameters:

<u>CFLAG</u>	<u>CPARM</u>	<u>NPARM</u>	<u>Description</u>
'PROM'	prompt	nchs	Returns the prompt in CPARM, and its length in NPARM.
'ECHO'	'ON' or 'OFF'	-	Indicates if the echo is on or off.
'LOGF'	'ON' or 'OFF'	-	Indicates if the log is on or off.
'LOGN'	-	unit	Returns the log file unit number.
'TERM'	term type	-	Returns the port (terminal) type (i.e., 'ASY', 'TTY', or 'CRT').
'FUNC'	'ON' or 'OFF'	-	Indicates if the function mode is on or off.
'MACR'	'ON' or 'OFF'	-	Indicates if a macro is currently running.
'MENU'	'ON' or 'OFF'	-	Indicates if input is from the menu.
'LEAR'	'ON' or 'OFF'	-	Indicates if the learn is on or off.
'SCRE'	'ON' or 'OFF'	-	Indicates if input is from screens.

## 6.8 PSETFN - Set PREAD Function

### Purpose:

PSETFN sets a character to a function in the PREAD function file.

### Calling Sequence:

CALL PSETFN (CKEY, CFUN, NFUN)

### Declarations:

CHARACTER CKEY\*1, CFUN  
INTEGER NFUN

### Argument Description:

CKEY        (Input) The single character to set as the function character.

CFUN        (Input) The character string to set as the function.

NFUN        (Input) The number of characters in CFUN.



## 6.9 PFNKEY - Get the String Assigned to a Function Key

### Purpose:

PFNKEY returns an expanded function string, given the function character.

### Calling Sequence:

CALL PFNKEY (CKEY, CFUN, NFUN)

### Declarations:

CHARACTER CKEY\*1, CFUN  
INTEGER NFUN

### Argument Description:

CKEY	(Input)	The single function character of which to get the expanded string.
CFUN	(Output)	The expanded function character string.
NFUN	(Output)	The number of characters in CFUN.

## 7 Miscellaneous Subroutines

The following chapter describes general purpose miscellaneous subroutines. This includes a set of subroutines that test real numbers within a specified tolerance (accounting for real number round-off errors), bit manipulation subroutines, and name-list subroutines (to get a desired name from several synonyms).

This section also includes a variety of subroutines that are specific to either Harris computers or MS-DOS microcomputers.

## 7.1 LEQNER - Test for One Number Nearly Equal to Another

### Purpose:

LEQNER is a logical function that test two real numbers within a specified tolerance to determine if they are nearly equal to each other. LEQNER was designed to account for possible round-off errors of real numbers.

### Calling Sequence:

LTEST = LEQNER (X, Y, TOL)

### Declarations:

LOGICAL LEQNER  
REAL X, Y, TOL

### Argument Description:

X	(Input) The number to compare against Y.
Y	(Input) The number to be compared to X.
TOL	(Input) The tolerance to check the numbers with. TOL is usually a small number, such as 0.0001.
LEQNER	(Output) A logical flag that is returned .TRUE. if X is equal to Y within the tolerance specified.

### Example:

Instead of:

IF (X.EQ.Y) THEN

use:

IF (LEQNER(X,Y,0.0001)) THEN

Make sure that LEQNER is declared as a logical variable. LEQNER works for both positive and negative numbers.

## 7.2 LGENER - Test for One Number Greater Than or Nearly Equal to Another

### Purpose:

LGENER is a logical function that determines if one number is greater than or nearly equal to another within a specified tolerance. LGENER was designed to account for possible round-off errors of real numbers.

### Calling Sequence:

LTEST = LGENER (X, Y, TOL)

### Declarations:

LOGICAL LGENER  
REAL X, Y, TOL

### Argument Description:

X	(Input) The number to test if it is greater than or nearly equal to Y.
Y	(Input) The number to be compared against X.
TOL	(Input) The tolerance to check the numbers with. TOL is usually a small number, such as 0.0001.
LGENER	(Output) A logical flag that is returned .TRUE. if X is greater than or equal to Y within the tolerance specified.

### Example:

Instead of:

IF (X.GE.Y) THEN

use:

IF (LGENER(X,Y,0.0001)) THEN

Make sure that LGENER is declared as a logical variable. LGENER works for both positive and negative numbers.

### 7.3 LGTNER - Test for One Number Greater Than Another Within a Tolerance

#### Purpose:

LGTNER is a logical function that determines if one number is greater than another, within a specified tolerance. LGTNER was designed to account for possible round-off errors of real numbers.

#### Calling Sequence:

LTEST = LGTNER (X, Y, TOL)

#### Declarations:

LOGICAL LGTNER  
REAL X, Y, TOL

#### Argument Description:

X            (Input)    The number to test if it is greater than Y.

Y            (Input)    The number to be compared against X.

TOL          (Input)    The tolerance to check the numbers with. TOL is usually a small number, such as 0.0001.

LGTNER       (Output)    A logical flag that is returned .TRUE. if X is greater than Y within the tolerance specified. This is equivalent to (X.GT.Y+TOL), except LGTNER accounts for both positive and negative numbers.

#### Example:

Instead of:

IF (X.GT.Y+0.0001) THEN

use:

IF (LGTNER(X,Y,0.0001)) THEN

Make sure that LGTNER is declared as a logical variable. LGTNER works for both positive and negative numbers.

#### 7.4 LLTNER - Test for One Number Less Than Another Within a Tolerance

##### Purpose:

LLTNER is a logical function determines if one number is less than another, within a specified tolerance. LLTNER was designed to account for possible round-off errors of real numbers.

##### Calling Sequence:

LTEST = LLTNER (X, Y, TOL)

##### Declarations:

LOGICAL LLTNER  
REAL X, Y, TOL

##### Argument Description:

X            (Input) The number to test if it is less than Y.  
Y            (Input) The number to be compared against X.  
TOL          (Input) The tolerance to check the numbers with. TOL is usually a small number, such as 0.0001.  
LLTNER       (Output) A logical flag that is returned .TRUE. if X is less than Y within the tolerance specified. This is the same as (X.LT.Y-TOL), except LLTNER accounts for both positive and negative numbers.

##### Example:

Instead of:

IF (X.LT.Y-0.0001) THEN

use:

IF (LLTNER(X,Y,0.0001)) THEN

Make sure that LLTNER is declared as a logical variable. LLTNER works for both positive and negative numbers.

## 7.5 LLENER - Test for One Number Less Than or Nearly Equal to Another

### Purpose:

LLENER is a logical function that determines if one number is less than another, within a specified tolerance. LLENER was designed to account for possible round-off errors of real numbers.

### Calling Sequence:

LTEST = LLENER (X, Y, TOL)

### Declarations:

LOGICAL LLENER  
REAL X, Y, TOL

### Argument Description:

X	(Input) The number to test if it is less than or nearly equal to Y.
Y	(Input) The number to be compared against X.
TOL	(Input) The tolerance to check the numbers with. TOL is usually a small number, such as 0.0001.
LLENER	(Output) A logical flag that is returned .TRUE. if X is less than or equal to Y within the tolerance specified.

### Example:

Instead of:

IF (X.LE.Y) THEN

use:

IF (LLENER(X,Y,0.0001)) THEN

Make sure that LLENER is declared as a logical variable. LLENER works for both positive and negative numbers.

## 7.6 LBTEST - Test to Determine if a Bit is Set

### Purpose:

Logical Function LBTEST is used to determine if a specified bit is set. LBTEST is the same function as the MIL-STD-1753 BTEST function.

### Calling Sequence:

LBTEST = LBTEST (IWORD, NBIT)

### Declarations:

LOGICAL LBTEST  
INTEGER IWORD, NBIT

### Argument Description:

IWORD      (Input)    The integer word containing the bits to be tested.

NBIT        (Input)    The bit number to test for. NBIT may range from 0 to 23 on Harris computers, 0 to 15 on MS-DOS microcomputers.

LBTEST      (Output)   LBTEST is returned .TRUE. if the specified bit is set, otherwise .FALSE.

### Example:

LOGICAL LBTEST

C

C      AFTER A CALL TO GIOP, BIT 17 IS SET IF AN ERROR OCCURRED

CALL GIOP (... , ISTAT)

IF (LBTEST(ISTAT,17)) GO TO 900



## 7.7 IBSET - Set a Bit

### Purpose:

IBSET sets a specified bit on in an integer word.

### Calling Sequence:

JWORD = IBSET (IWORD, NBIT)

### Declarations:

INTEGER IBSET, IWORD, NBIT

### Argument Description:

IWORD	(Input) The word in which to set the bit. Note that this is an input parameter and is not changed; The result is returned in IBSET.
NBIT	(Input) The bit to set.
IBSET	(Output) IBSET is returned with bit NBIT set in IWORD. (The other bits remain unchanged.)

## 7.8 IBCLR - Clear a Bit

### Purpose:

IBCLR sets a specified bit off from an integer word.

### Calling Sequence:

JWORD = IBCLR (IWORD, NBIT)

### Declarations:

INTEGER IBSET, IWORD, NBIT

### Argument Description:

IWORD      (Input) The word in which to set the bit off. Note that this is an input parameter and is not changed; The result is returned in IBSET.

NBIT        (Input) The bit to reset.

IBSET       (Output) IBSET is returned with bit NBIT reset in IWORD. (The other bits remain unchanged.)

## 7.9 MVBITS - Move Bits From One Word into Another

### Purpose:

MVBITS moves bits from one integer word into another.

### Calling Sequence:

CALL MVBITS (IWORD, IPOS, NBITS, JWORD, JPOS)

### Declarations:

INTEGER IWORD, IPOS, NBITS, JWORD, JPOS

### Argument Description:

IWORD	(Input)	The word containing the bits to be moved (copied).
IPOS	(Input)	The beginning bit position of IWORD to move.
NBITS	(Input)	The number of bits to move.
JWORD	(Input-Output)	The word in which to move the bits into. The bits in JWORD which are outside the specified range are unchanged.
JPOS	(Input)	The beginning bit position in JWORD in which to move the bits.

### Remarks:

JWORD and IWORD may be the same variable. If the range specified exceeds the word boundaries, those bits are truncated (MVBITS operates only on one integer word).

### Example:

If:

```
I = 11111111 11111111 11010111
J = 00000000 00000000 00000000
```

Then:

```
CALL MVBITS (I, 0, 8, J, 0)
J = 00000000 00000000 11010111
CALL MVBITS (I, 1, 2, J, 7)
J = 00000000 00000001 10000000
```

## 7.10 IBITS - Extract a Field of Bits

### Purpose:

IBITS extracts a field of bits from an integer word.

### Calling Sequence:

JWORD = IBITS (IWORD, ISTART, NBITS)

### Declarations:

INTEGER IBITS, IWORD, ISTART, NBITS

### Argument Description:

IWORD	(Input)	The integer word from which to extract the bits.
ISTART	(Input)	The right-most bit number of the starting position of the bits to extract.
NBITS	(Input)	The number of bits to extract. NBITS extends left from ISTART.
IBITS	(Output)	The extracted field. The result is right justified and the remaining bits set to zero.

### Remarks:

IBITS extracts a subfield of NBITS bits in length from IWORD starting with bit position ISTART and extending NBITS left.

## 7.11 GETBIN - Get the Binary Representation of a Word

### Purpose:

GETBIN takes bytes from (a) word(s), and creates a binary representation in a character array for display purposes. The binary representation of a byte is a character variable (8 characters long), with each character being either a zero (bit off), or a one (bit on). The programmer may print this character array to see which bits are on, and which bits are off.

### Calling Sequence:

```
CALL GETBIN (IWORDS, NBYTES, CREPR)
```

### Declarations:

```
INTEGER IWORDS(*), NBYTES  
CHARACTER CREPR(NBYTES)*8
```

### Argument Description:

**IWORDS** (Input) The integer word (or words) to get the binary representation of.

**NBYTES** (Input) The number of bytes to process. The first byte is the leftmost byte in IWORDS.

**CREPR** (Output) The binary representation of IWORDS. This must be a character array 8 characters long, and dimensioned to (at least) NBYTES.

### Example:

```
INTEGER IWORDS(2)  
CHARACTER CREPR(4)*8
```

If:

```
IWORDS(1) = 1234567  
IWORDS(2) = 1234567  
CALL GETBIN (IWORDS, 4, CREPR)
```

Then:

```
CREPR(1) = '00010010'  
CREPR(2) = '11010110'  
CREPR(3) = '10000111'  
CREPR(4) = '00010010'
```

## 7.12 DIBIN - Display a Number as Binary

### Purpose:

DIBIN displays a number in its binary representation.

### Calling Sequence:

CALL DIBIN (IUNIT, NUMBER)

### Declarations:

INTEGER IUNIT, NUMBER

### Argument Description:

IUNIT        (Input) The unit number to write the binary representation to.

NUMBER       (Input) The number to write the binary representation of. This must be a regular integer number (on the Harris, 3 bytes long, on MS-DOS microcomputers, 2 bytes long).

### Example:

```
NUMBER = 123456
CALL DIBIN (6, NUMBER)
```

DIBIN writes to unit 6:

```
" VALUE = 00000001 11100010 01000000"
```

### 7.13 NAME-LIST Processing

#### Purpose:

The NAME-LIST subroutines provides a means of allowing several alternative items or names to be recognized as a single item or name. An example of this might be the name of a gaging station, where different agencies may give different names (or codes) for the same station. The name-list routines will take any of these names and obtain the primary name that is to be used. For example, the USGS may refer to a station by the code '08928231', the NWS may use the code 'STB05', and the common (or desired) name might be 'South Bend'. If any of these names are given to the subroutine, it would return 'South Bend'.

Typically, names for the NAME-LIST subroutines are read from a file that contains the substitute (or pseudo) name followed by a comma, then the desired (or true) name. Such a file might appear as follows:

```
08928231,South Bend
STB05,South Bend
S BEND,South Bend
08928422,Crescent City
CRC06,Crescent City
CRES,Crescent City
C.C.,Crescent City
```

etc.

#### Subroutine Summary:

```
NAMFIL - Read a File of Pseudo and True Names
NAMLST - List all the Pseudo and True Names
TRUNAM - Obtain a True Name from a Pseudo Name
SETNAM - Set or Remove a Name
```

### 7.13.1 NAMFIL - Read a File of Pseudo and True Names

#### Purpose:

NAMFIL creates a name list from a file containing a list of alternative (pseudo) names and desired (true) names. This list is then used by the other name-list subroutines to find true names from pseudo names. NAMFIL is usually called once, at the beginning of the program. The length of a name is defined by the calling program, but may not exceed 80 characters.

The file that NAMFIL reads should contain the pseudo name followed by a comma then the true name. An example of such a list follows.

#### Calling Sequence:

```
CALL NAMFIL (IUNIT, CNAMES, INAMES, MAXNAM, ISTAT)
```

#### Declarations:

```
PARAMETER (MAXNAM=?)  
CHARACTER CNAMES(MAXNAM)*(*)  
INTEGER INAMES(MAXNAM+5), ISTAT
```

#### Argument Description:

IUNIT	(Input) The unit number of the file containing the pseudo and true names. This file must have been opened by the calling program.										
CNAMES	(Output) The name-list. This must be a character array, dimensioned to MAXNAM. The maximum length for any name is implied in the CHARACTER statement.										
INAMES	(Output) INAMES is a pointer array, which must be dimensioned to MAXNAM+5.										
MAXNAM	(Input) The dimension of CNAMES. This is the maximum number of names that can be in the list (including true names).										
ISTAT	(Output) A status parameter indicating the successfulness of the call. The following values are possible: <table><tr><th><u>ISTAT</u></th><th><u>Meaning</u></th></tr><tr><td>0</td><td>NAMFIL completed successfully</td></tr><tr><td>-1</td><td>Unrecognizable line in file</td></tr><tr><td>-2</td><td>Illegal name in file</td></tr><tr><td>-3</td><td>Reached maximum number of names (prior to the end of the file)</td></tr></table>	<u>ISTAT</u>	<u>Meaning</u>	0	NAMFIL completed successfully	-1	Unrecognizable line in file	-2	Illegal name in file	-3	Reached maximum number of names (prior to the end of the file)
<u>ISTAT</u>	<u>Meaning</u>										
0	NAMFIL completed successfully										
-1	Unrecognizable line in file										
-2	Illegal name in file										
-3	Reached maximum number of names (prior to the end of the file)										



Remarks:

Any error messages are written to unit 6. Unit 6 should be attached to the standard output by the calling program.

See the example use of the name-list subroutines given at the end of this section.

Example:

The following is an example of a name-list input file for use by NAMFIL. Such a file would be created by a standard editor.

08928231, South Bend  
STB05, South Bend  
S BEND, South Bend  
08928422, Crescent City  
CRC06, Crescent City  
CRES, Crescent City  
C.C., Crescent City

etc.

### 7.13.2 NAMLST - List All the Pseudo and True Names

#### Purpose:

NAMLST prints all the pseudo and true names in a name-list to unit 6.

#### Calling Sequence:

```
CALL NAMLST (CNAMES, INAMES)
```

#### Declarations:

```
CHARACTER CNAMES(MAXNAM)*(*)  
INTEGER INAMES(MAXNAM+5)
```

#### Argument Description:

CNAMES (Input) The name-list (read in by subroutine NAMFIL).

INAMES (Input) INAMES is the pointer array, which must be dimensioned to MAXNAM+5.

### 7.13.3 TRUNAM - Obtain a True Name from a Pseudo Name

#### Purpose:

TRUNAM obtains a desired or true name from a name-list, given a alternative or pseudo name. If the input pseudo name is not found, the returned true name will contain all blanks.

#### Calling Sequence:

CALL TRUNAM (CPSUDO, CTRUE, CNAMES, INAMES)

#### Declarations:

CHARACTER CPSUDO, CTRUE, CNAMES(MAXNAM)  
INTEGER INAMES(MAXNAM+5)

#### Argument Description:

CPSUDO (Input) The name to be matched. The length of CPSUDO should be the same as CTRUE and CNAMES.

CTRUE (Output) The desired or true name matching CPSUDO. If a match could not be found, CTRUE is returned blank filled.

CNAMES (Input) The name-list (read in by subroutine NAMFIL).

INAMES (Input) INAMES is the pointer array, which must be dimensioned to MAXNAM+5.

#### Remarks:

See the example at the end of the section for an example use of TRUNAM.

#### 7.13.4 SETNAM - Set or Remove a Name in the Name List

##### Purpose:

SETNAM allows editing of the name-list by a program. (SETNAM edits the in-core list, not the name-list file.) A pseudo or true name can be added or removed by SETNAM.

##### Calling Sequence:

```
CALL SETNAM (CPSUDO, CTRUE, MAXNAM, CNAMES, INAMES, NNAMES,  
* ISTAT)
```

##### Declarations:

```
CHARACTER CPSUDO, CTRUE, CNAMES(MAXNAM)  
INTEGER INAMES(MAXNAM+5), NNAMES, ISTAT
```

##### Argument Description

CPSUDO	(Input) The pseudo (alternative) name to set or remove. See use below on how to set or remove names.
CTRUE	(Input) The true (desired) name to set or remove.
MAXNAM	(Input) The dimension of CNAMES. This is the maximum number of names that can be in the list (including true names).
CNAMES	(Input-Output) The name-list to be edited. This list is typically created by NAMFIL.
INAMES	(Input-Output) A pointer array for the name-list. This array must be dimensioned to MAXNAM+5.
NNAMES	(Output) The current number of names in the name-list (including true names).
ISTAT	(Output) A status parameter indicating the successfulness of the call. The following values are possible.

<u>ISTAT</u>	<u>Meaning</u>
0	SETNAM completed successfully
1	Could not find true name in list
2	Could not find pseudo name in list
3	Name given is already in list
4	Reached maximum number of names

Use:

The name-list is edited by:

- (1) Set a new true name in the list: Set CPSUDO equal to CTRUE.
- (2) Set a new pseudo name in the name list: Set CPSUDO equal to the new pseudo name, and CTRUE equal to the true name corresponding to it. The true name must have already been entered.
- (3) Remove a pseudo name from the name list: Set CPSUDO equal to the pseudo name, and CTRUE blank filled.
- (4) Remove a true name and all the associated pseudo names: Blank fill CPSUDO, and set CTRUE to the true name to remove.

Remarks:

Typically, editing of the list is not done by a program. However SETNAM does provide this capability if it is desired.

### Example Use of Name-List Subroutines

```
C    Allow a maximum of 200 names in the name list, with
C    a maximum of 32 characters in each name.
      PARAMETER (MAXNAM=200)
      CHARACTER CNames(MAXNAM)*32, CPSUDO*32, CLOC*32
      INTEGER INAMES(MAXNAM+5)

      ...

C    Open the name file
      OPEN (UNIT=10, FILE='NAMLIST', IOSTAT=IERR)
      IF (IERR.NE.0) GO TO 900

C
C    Read in the name list
      CALL NAMFIL (10, CNames, INAMES, MAXNAM, ISTAT)
      CLOSE (UNIT=10)
      IF (ISTAT.NE.0) GO TO 900

      ...

10   CONTINUE
      WRITE (6,*) 'Enter location name'
      READ (5,20,END=920) CPSUDO
20   FORMAT (A)
C    Get the desired name, if the user entered a alternative one
      CALL TRUNAM (CPSUDO, CLOC, CNames, INAMES)
C    See if a valid name was entered
      IF (CLOC(1:3).EQ ' ') THEN
        WRITE (6,*) 'Unknown location - reenter location name'
        GO TO 10
      ENDIF

C
C    Process name ...
```

#### 7.14 ABORT - Issue a Program Abort

##### Purpose:

Subroutine ABORT initiates an abort procedure (which causes certain error processes to occur), then stops the program. On Harris computers, this includes printing the program address when the abort occurred, and setting certain error registers (this will cause a batch job to terminate). If walkback is set, the program will print the location and subroutines called to this location. ABORT should be called only when a significant error occurs.

##### Calling Sequence:

CALL ABORT

##### Remarks:

On Harris computers, a special abort instruction is issued. On non-Harris computers, an error message is printed, then an illegal instruction is attempted (the square root of a negative number).

## 7.15 IEB2AS - Convert EBCDIC to ASCII

### Purpose:

Subroutine IEB2AS converts an EBCDIC character decimal representation to ASCII for IBM mainframes and similar computers. This is need only where the decimal representation of characters on EBCDIC are used. IEB2AS operates on single characters represented as integer values. On ASCII computers, the character representation is returned unaltered.

### Calling Sequence:

CALL IEB2AS (ICH)

### Declaration:

INTEGER ICH

### Argument Description:

ICH (Input-Output) The EBCDIC decimal representation of the character to be converted. ICH is returned with the ASCII representation of that character.

### Example:

```
C      COUNT THE NUMBER OF EACH CHARACTER IN A FILE
C      THIS WILL WORK ON AN ASCII OR EBCDIC COMPUTER
C
C      INTEGER ICOUNT(128)
C
5      READ (5, 10, END=100) CLINE
10     FORMAT (A80)
      DO 20 I=1,80
      ICH = ICHAR(CLINE(I:I))
      CALL IEB2AS(ICH)
      ICOUNT(ICH) = ICOUNT(ICH) + 1
20     CONTINUE

      GO TO 5
```



## Harris Specific Subroutines

### 7.16 LPOPT - Get Program Options (Harris)

#### Purpose:

LPOPT is a logical function which indicates if a single character program option has been set from the execution line for Harris computers. An example of program options for the compiler are: "SAUF77.IL". LPOPT would be used to determine whether the "I" and the "L" options have been set.

#### Calling Sequence:

LTEST - LPOPT (C)

#### Declarations:

CHARACTER C\*1  
LOGICAL LPOPT

#### Argument Description:

C            (Input) A single character letter to test if this option has been set.

LPOPT        (Output) Returns .TRUE. if that letter option has been set, otherwise LPOPT is returned as .FALSE..

#### Remarks:

Harris options are valid for the letters A through X only. LPOPT must be declared as logical in the calling routine.

#### Example:

If the letter 'D' is chosen to indicate a debug run, then an execution of:

MYPROG.D

will cause LPOPT to return the following:

```
IF (LPOPT('D')) THEN ... (LPOPT returns .TRUE.)  
IF (LPOPT('F')) THEN ... (LPOPT returns .FALSE.)
```

## 7.17 CIJOBE - Initiate a Batch Job (Harris)

### Purpose:

CIJOBE is the same subroutine as the Harris IJOBE subroutine, except that the job file name and optional password are specified as a character string instead of Hollerith arrays.

### Calling Sequence:

CALL CIJOBE (CNAME, CPASS, IERR)

### Declarations:

CHARACTER CNAME, CPASS\*6  
INTEGER IERR

### Argument Description:

CNAME	(Input) A character string containing the name of the job file to be initiated.
CPASS	(Input) If a password is required to initiate the job, this character string must contain that password, otherwise it should be blank.
IERR	(Output) A status parameter indicating the successfulness of the initiation. If IERR is returned as zero, the job was successfully initiated.

### Remarks:

Converts the file name and password to Hollerith, then calls the Harris IJOBE subroutine. See the IJOBE subroutine documentation in the Harris FORTRAN manual for more information.

## 7.18 CSPOOL - Spool a File to a Physical Device (Harris)

### Purpose:

CSPOOL is the same subroutine as the Harris SPOOL subroutine, except that the file name is specified as a character string instead of a Hollerith array.

### Calling Sequence:

CALL CSPOOL (CNAME, IPDN, IERR)

### Declarations:

CHARACTER CNAME  
INTEGER IPDN, IERR

### Argument Description:

CNAME	(Input) A character string containing the name of the file to spool.
IPDN	(Input) The physical device number to spool the file to. If this is the system printer, IPDN should be set to 6.
IERR	(Output) A status parameter indicating the successfulness of the call. If IERR is returned as zero, the file was spooled successfully.

### Remarks:

Converts the file name to Hollerith, then calls the Harris SPOOL subroutine. See the SPOOL subroutine documentation in the Harris FORTRAN manual for more information.

### 7.19 COPCOM - Execute an OPCOM Command (Harris)

#### Purpose:

COPCOM is the same subroutine as the Harris OPCOM subroutine, except that the command is specified as a character string instead of a Hollerith array. OPCOM commands are those system commands that can be executed from a terminal (e.g., /SS), but must not be preceded by the slash (/).

#### Calling Sequence:

```
CALL COPCOM (COMAND, IERR)
```

#### Declarations:

```
CHARACTER COMAND  
INTEGER IERR
```

#### Argument Description:

COMAND	(Input) A character string containing the OPCOM command to execute.
IERR	(Output) A status parameter indicating the successfulness of the execution. If IERR is returned as zero, the command was successfully executed.

#### Remarks:

Converts the command to Hollerith, then calls the Harris OPCOM subroutine. See the OPCOM subroutine documentation in the Harris FORTRAN manual for more information.

## 7.20 CNTRLX - Interrupt a Program by Pressing Control-X (Harris)

### Purpose:

CNTRLX provides a means for a user to interrupt the execution of a program by pressing a control-X. When this key is pressed, control of the program will jump to a predefined location. This is often used to allow a quick exit from a task that is displaying a substantial amount of data.

### Calling Sequence:

CALL CNTRLX (\$statement)

### Declaration:

The argument may either be a literal or variable, depending on its use.

### Argument Description:

\$statement

Normal use:

(1) (Input) The statement number (preceded by a dollar sign) of where to jump to when a control-X is pressed. For example, if the program should go to statement 100 (100 CONTINUE), then this argument would be \$100. The statement must be in the same subroutine where CNTRLX is called.

Other use:

(2) (Input) To disable the control-x key (after it has been set), pass zero to the subroutine (i.e., CALL CNTRLX (0)).

(3) (Input-Output) To determine the address that control will be passed to, set an integer variable to -1, then pass that variable. The variable will be returned with the address that would be jumped to. Be sure that a variable is passed, not a literal -1. For example:

```
IVAR = -1
CALL CNTRLX (IVAR)
```

(4) (Input) If an argument of -2 is passed to CNTRLX (either a literal or a variable), the program will jump to the previously specified location, just as if a control-X had been entered at the keyboard.

## 7.21 CRTN - Contingency (Error) Return (Harris)

### Purpose:

CRTN is a subroutine that provides a means of performing error processing after a program abort has occurred. With CRTN enabled, a specified subroutine will be called when an abort occurs. This subroutine may do processing such as closing files, writing an error message to a log file, etc..

### Calling Sequence:

```
CALL CRTN (subroutine-name, IENABL)
```

### Declarations:

```
EXTERNAL subroutine-name  
INTEGER IENABL
```

### Argument Description:

subroutine-name (Input) The name of the subroutine to call when an abort occurs. This name must be a literal and must be declared as EXTERNAL in the subroutine that calls it. See the example below.

IENABL (Input) A argument that enables or disables the error return. Set IENABL to one to enable the error return, zero to remove the subroutine from error processing.

### Remarks:

Several subroutines can be added to the contingency return list. They are executed in a last in, first out order. The subroutine(s) must execute a normal return (do not allow the subroutine to STOP). A second abort will cause the program to bypass any remaining contingency returns.

### Example:

```
EXTERNAL ABTPRO  
CALL CRTN (ABTPRO, 1)  
.  
.  
.  
  
SUBROUTINE ABTPRO  
.  
.  
.  
RETURN  
END
```

## 7.22 RSCPDN - Resource a Physical Device (Harris)

### Purpose:

RSCPDN resources a physical device (e.g., a terminal), based upon its PDN. RSCPDN may be called either from a interactive program, a real-time program, or a batch job, but different parameters must be passed for different program types. After a PDN has been resourced and opened, I-O can take place with that PDN.

### Calling Sequence:

CALL RSCPDN (IUNIT, IPDN, IFUN, ISTAT)

### Declarations:

INTEGER IUNIT, IPDN, IFUN, ISTAT

### Argument Description:

IUNIT	(Input)	The unit number to attach to the PDN.
IPDN	(Input)	The physical device number to resource.
IFUN	(Input)	A number, indicating the function to perform (based on the terminal type): <ul style="list-style-type: none"><li>1 - Request resource for interactive programs. This function will not wait for the resource to occur.</li><li>2 - Test for resource allocation. Returns value in ISTAT indicating if the allocation has been made or not.</li><li>3 - Wait for allocation. RSCPDN will not return until the PDN has been resourced (could be a long time!).</li><li>5 - Request resource for real-time programs.</li><li>6 - Request resource for control point programs.</li></ul>
ISTAT	(Output)	A status parameter indicating the successfulness of the call. ISTAT is returned as zero if the call was successful, nonzero if the call failed.

### Remarks:

Resourcing a physical device is a two step process. First, a request for the device is made. Then a test for resource allocation is made after waiting for an appropriate amount of time. Because a wait for allocation will cause a wait until that device is available, usually only the test

for resource allocation is made. Because the resource takes some of time, a program should pause between the resource request and the test. An example follows.

The status parameter should be checked after each call to RSCPDN. If ISTAT is not zero after the first call, then the PDN requested probably does not exist (or some other error occurred). On the second, and any subsequent calls, the status parameter indicates whether the resource has been accomplished. If it has not, and you do not want to wait for the allocation, be sure to CLOSE that unit, as the allocation may occur (unexpectedly) some time in the future.

Refer to the \$RESORC section in the VOS System Services Manual for more information.

Example:

```
C      Resource unit 9 to PDN 80 from an interactive program
C      Wait up to 5 seconds for the resource to occur.
C
C      IPDN = 80
C      IUNIT = 9
C
C      CALL RSCPDN (IUNIT, IPDN, 1, ISTAT)
C      Does this PDN exist? (If not, error out)
C      IF (ISTAT.NE.0) GO TO 900
C
C      Loop, waiting for 1/2 second for allocation to occur.
C      DO 20 I=1,10
C      CALL WAITS (0.5)
C      CALL RSCPDN (IUNIT, IPDN, 2, ISTAT)
C      IF (ISTAT.EQ.0) GO TO 40
20     CONTINUE
C
C      Unable to resource PDN. Close IUNIT
C      CLOSE (UNIT=IUNIT)
C      GO TO 920
C
C      Successfully resourced IUNIT to IPDN. Open IUNIT
C      OPEN (UNIT=IUNIT, IOSTAT=ISTAT)
40
```

. . .

Note: If the above code were for a real-time program, the third argument in the first call to RSCPDN would be 5 instead of 1. If this were for a control-point (batch) program, the third argument would be 6.



### 7.23 XQTLNE - Get the Program's Execution Line (Harris)

#### Purpose:

XQTLNE obtains the execution line that was used to execute the program. This line may contain parameters to be passed to the program.

#### Calling Sequence:

CALL XQTLNE (CLINE, NLINE)

#### Declarations:

CHARACTER CLINE  
INTEGER NLINE

#### Argument Description:

CLINE	(Output) A character variable to contain the execution line.
NLINE	(Output) The number of characters in the execution line. If the number of characters on the execution line are more than the length of CLINE, the line will be truncated and NLINE will indicate the length of CLINE.

#### Remarks:

XQTLNE will obtain up to 132 characters from the execution line. XQTLNE operates for batch and interactive environments.

## 7.24 XQTJCL - Execute One Job Control Command (Harris)

### Purpose:

XQTJCL executes one job control command from within an interactive program. XQTJCL does not work in a batch environment.

### Calling Sequence:

CALL XQTJCL (ISUNIT, CLINE, NLINE)

### Declarations:

CHARACTER CLINE  
INTEGER ISUNIT, NLINE

### Argument Description:

ISUNIT     (Input)   The unit number of a blocked scratch file (which must be assigned). The contents of that file will not be preserved.

CLINE       (Input)   The job control command to execute.

NLINE       (Input)   The number of characters in CLINE.

### Remarks:

XQTJCL works by writing CLINE to the scratch file, then temporarily reassigning unit 0 to that file. Job control is chained to, where it reads from the scratch file (unit 0). After executing the command, unit 0 is reassigned to the terminal and control is returned to the program.

### Examples:

```
C      CONNECT UNIT 9 TO WORK FILE W3
        CALL CASSIG (9, 'W9', IERR)
        IF (IERR.NE.0) GO TO 900
        . . .
C      DO A CONTROL POINT LISTING
        CALL XQTJCL (9, '/CL', 3)
        . . .
C      EXECUTE A MAP COMMAND
        CALL XQTJCL (9, 'MAP.UL', 6)
        CLOSE (UNIT=9)
```

## 7.25 CHAIN3 - Chain from One Program into Another (Harris)

### Purpose:

CHAIN3 provides a means of chaining (or transferring control) from one program into another (or into job control). When the program chained into executes an exit (e.g., a STOP), control will be returned to the calling program. CHAIN3 attempts to re-establish those file assignments that have been freed or closed before returning to the calling program, but the files are not repositioned (if they have been reassigned).

### Calling Sequence:

CALL CHAIN3 (CFROM, NFROM, CTO, NTO)

### Declarations:

CHARACTER CFROM, CTO  
INTEGER NFROM, NTO

### Argument Description:

CFROM	(Input) The name of the program calling CHAIN3. This is used for informative purposes only.
NFROM	(Input) The number of characters in NFROM.
CTO	(Input) The name of the program to chain to. CTO should contain the entire execution line (whatever is normally passed to the program to be executed). If chaining into job control, CTO should be '*JOBCTRL'. It is wise to include the qualifier in the program name.
NTO	(Input) The number of characters in CTO.

### Remarks:

CHAIN3 operates well when chaining into another program in an interactive environment. CHAIN3 cannot chain into a Harris Macro, it must chain directly into a program. Program letter options can be passed via CHAIN3 (e.g., MYPROG.D). The file positions are not guaranteed (and may be at the beginning of the file upon return to the calling program). CHAIN3 does not work well in a batch environment, as the input and output files may be repositioned. Subroutine EXPROG may be better suited for batch jobs (it does not reassign any units).

Abnormal assignment types (e.g., PDN resources, or exclusive assignments) will not be correctly reassigned if those units were closed or freed by the program chained into. The calling program should re-establish these types of assignments.

Examples:

Chain into job control:

```
CALL CHAIN3 ('MYPROG', 6, '*JOBCTRL', 9)
```

Chain into COED:

```
CALL CHAIN3 ('MYPROG', 6, 'SYST*COED WRKFIL', 16)
```

Chain into YOURPRG:

```
CALL CHAIN3 ('MYPROG', 6, '2002RES*YOURPRG.D I' T-MYIN', 28)
```

## 7.26 EXPROG - Execute One Program from Another (Harris)

### Purpose:

EXPROG provides a means of chaining (or transferring control) from one program into another. EXPROG is similar to CHAIN3, except that no units are re-established. EXPROG may be used in a batch environment where the file assignments used are known, and any re-establishing of assignments will be completed by the calling program. CHAIN3 should be used in an interactive environment. When the program chained into executes an exit (e.g., a STOP), control will be returned to the calling program.

### Calling Sequence:

CALL EXPROG (CPROG)

### Declarations:

CHARACTER CPROG

### Argument Description:

CPROG      (Input) The name of the program to chain to. CPROG should contain the entire execution line (whatever is normally passed to the program to be executed). It is wise to include the qualifier in the program name.

### Remarks:

EXPROG cannot chain into a Harris Macro, it must chain directly into a program. Program letter options cannot be passed via EXPROG (at this time).

## 7.27 GSTRRG - Get String Register (Harris)

### Purpose:

GSTRRG obtains the contents of a Harris string (text) register.

### Calling Sequence:

CALL GSTRRG (CNAME, CSTR, NSTR, ISTAT)

### Declarations:

CHARACTER CNAME\*3, CSTR  
INTEGER NSTR, ISTAT

### Argument Description:

CNAME	(Input) The three character name of the string register to obtain.
CSTR	(Output) A character variable that will contain the contents of the register. If the length of CSTR is less than the register contents, the string will be truncated.
NSTR	(Output) The number of characters in the string register. (NSTR is the actual number of characters in the register, regardless of the length of CSTR).
ISTAT	(Output) A status parameter. If the call was successful, ISTAT is returned as zero.

### Remarks:

GSTRRG will retrieve up to 255 bytes from a register.

Refer to the Harris System Services Manual for more information on registers.

## 7.28 GNUMRG - Get Numeric Register (Harris)

### Purpose:

GNUMRG obtains the contents of a Harris numeric register.

### Calling Sequence:

CALL GNUMRG (CNAME, NRANGE, NVALUE, ISTAT)

### Declarations:

CHARACTER CNAME\*3  
INTEGER NRANGE, NVALUE, ISTAT

### Argument Description:

CNAME	(Input) The three character name of the numeric register to obtain.
NRANGE	(Output) If the register contains a numeric range, this is the increment value. That is, NVALUE is the low value of the range and NVALUE + NRANGE is the high value. If no range is set, NRANGE is returned as zero.
NVALUE	(Output) The numeric value of the register.
ISTAT	(Output) A status parameter. If the call was successful, ISTAT is returned as zero.

### Remarks:

Refer to the Harris System Services Manual for more information on registers.

## 7.29 SSTRRG - Set String Register (Harris)

### Purpose:

SSTRRG sets a Harris string (text) register.

### Calling Sequence:

CALL SSTRRG (CNAME, CSTR, NSTR, ISTAT)

### Declarations:

CHARACTER CNAME\*3, CSTR  
INTEGER NSTR, ISTAT

### Argument Description:

CNAME	(Input)	The three character name of the string register to set.
CSTR	(Input)	The string to be set.
NSTR	(Input)	The number of characters in CSTR.
ISTAT	(Output)	A status parameter. If the call was successful, ISTAT is returned as zero.

### Remarks:

SSTRRG will set up to 255 characters in a register.

Refer to the Harris System Services Manual for more information on registers.



### 7.30 SNUMRG - Set Numeric Register (Harris)

#### Purpose:

SNUMRG sets a Harris numeric register.

#### Calling Sequence:

CALL SNUMRG (CNAME, NRANGE, NVALUE, ISTAT)

#### Declarations:

CHARACTER CNAME\*3  
INTEGER NRANGE, NVALUE, ISTAT

#### Argument Description:

CNAME	(Input) The three character name of the numeric register to set.
NRANGE	(Input) If the register is to contain a numeric range, this is the increment value. That is, NVALUE is the low value of the range and NVALUE + NRANGE is the high value. If no range is to be set, NRANGE should be zero.
NVALUE	(Input) The numeric value to set.
ISTAT	(Output) A status parameter. If the call was successful, ISTAT is returned as zero.

#### Remarks:

Refer to the Harris System Services Manual for more information on registers.

### 7.31 TRKSET - Set Parameters for Program Tracking (Harris)

#### Purpose:

TRKSET provides a means of setting a program name and program version for tracking HEC programs. Program tracking indicates how often programs were executed and the amount of time they took. Contact the HEC for further information.

#### Calling Sequence:

CALL TRKSET (CITEM, CPARM)

#### Declarations:

CHARACTER CITEM, CPARM

#### Argument Description:

CITEM (Input) The item to set. This should either be 'PROGRAM' or 'DATE'.

CPARM (Input) The corresponding parameter. If the item to set is 'PROGRAM', this should be program name (up to 6 characters). If the item to be set is the 'DATE' this should be the version date of the program. The date to be set may be a variety of styles (see remarks).

#### Remarks:

TRKSET should be called at the beginning of the program, prior to any calls to ATTACH.

The date may be the month and year, or the day month and year. It may be either upper or lower case, and of several styles as long as the year is the last part of the date. See the YMDDAT subroutine documentation for the date styles that are recognized.

#### Example:

```
C      CALL TRKSET ('PROGRAM', 'MYPROG')
      CALL TRKSET ('DATE', 'June 1986')

      CALL ATTSET ('MYPROG: June 1986')
      CALL ATTACH ( ...
```

## MS-DOS Specific Subroutines

### 7.32 CPARMS - Get Command Line Parameters (MS-DOS)

#### Purpose:

Subroutine CPARMS returns the parameters entered on the command line following the program name (used to execute the current program).

#### Calling Sequence:

CALL CPARMS (CLINE, NLINE)

#### Declarations:

CHARACTER CLINE\*80  
INTEGER\*2 NLINE

#### Argument Description:

CLINE      (Output) CLINE is returned with the command line beginning just after the last character of the program name. CLINE must be a long enough variable to hold the longest possible command line.

NLINE      (Output) The number of characters in CLINE.

#### Example:

If a program is executed as follows:

MYPROG,File1 /r /X

then:

CLINE = ',File1 /r /X'  
NLINE = 12

### 7.33 PRNCHR - Send a Single Character to the Printer (MS-DOS)

#### Purpose:

PRNCHR sends a single character to the printer.

#### Calling Sequence:

CALL PRNCHR (CCHAR)

#### Declaration:

CHARACTER CCHAR\*1

#### Argument Description:

CCHAR      (Input)    The character to send to the printer.

#### 7.34 PRNLIN - Send a Line to the Printer (MS-DOS)

##### Purpose:

PRNCHR sends a line to the printer with the appropriate carriage return and line feed characters added.

##### Calling Sequence:

CALL PRNLIN (CLINE)

##### Declaration:

CHARACTER CLINE

##### Argument Description:

CLINE      (Input)   The line to send to the printer.

### 7.35 DSKSPC - Determine the Amount of Disk Space Left (MS-DOS)

#### Purpose:

Subroutine DSKSPC returns the amount of available disk space for a specified drive.

#### Calling Sequence:

CALL DSKSPC (CDRIVE, ISPACE, ISTAT)

#### Declarations:

CHARACTER CDRIVE\*1  
INTEGER\*2 ISTAT  
INTEGER\*4 ISPACE

#### Argument Description:

CDRIVE     (Input)   The letter of the drive to check.

ISPACE     (Output)   An INTEGER\*4 variable returned with the number of bytes of disk space available on CDRIVE.

ISTAT      (Output)   A status parameter set to 0 if the call was successful. If the drive is not available, ISTAT is returned with -1.

### 7.36 WHRFRM - Get the Path of the Program Executing (MS-DOS)

#### Purpose:

Subroutine WHRFRM obtains the drive and path of the currently executing program.

#### Calling Sequence:

CALL WHRFRM (CPATH)

#### Declaration:

CHARACTER CPATH\*68

#### Argument Description:

CPATH        (Output) The drive and path of the program. Unused characters are blanked.

#### Example:

CPATH = 'C:\PROGDIR\MYPROG.EXE'

### 7.37 CPLOCK - Control the Caps Lock Key (MS-DOS)

#### Purpose:

CPLOCK allows manipulation of the Caps Lock key.

#### Calling Sequence:

CALL CPLOCK (CFLAG, LSTATE)

#### Declarations:

CHARACTER CFLAG  
LOGICAL LSTATE

#### Argument Description:

CFLAG (Input) A flag indicating what to set the Caps Lock key to. The following flags are valid:

'SET' - Turn the Caps Lock key on.  
'RESET' - Turn the Caps Lock key off.  
'TOG' - Toggle the Caps Lock key.  
'CURR' - Just return the current state of the Caps Lock key.

LSTATE (Output) The state of the Caps Lock key after the desired action. LSTATE is returned .TRUE. if Caps Lock is on.



### 7.38 NMLOCK - Control the Num Lock Key (MS-DOS)

#### Purpose:

NMLOCK allows manipulation of the Num Lock key.

#### Calling Sequence:

CALL NMLOCK (CFLAG, LSTATE)

#### Declarations:

CHARACTER CFLAG  
LOGICAL LSTATE

#### Argument Description:

CFLAG (Input) A flag indicating what to set the Num Lock key to.  
The following flags are valid:

'SET' - Turn the Num Lock key on.  
'RESET' - Turn the Num Lock key off.  
'TOG' - Toggle the Num Lock key.  
'CURR' - Just return the current state of the Num Lock key.

LSTATE (Output) The state of the Num Lock key after the desired action. LSTATE is returned .TRUE. if Num Lock is on.

### 7.39 PRESED - Which (Special) Keys are Pressed (MS-DOS)

#### Purpose:

PRESED returns the current state (depressed or not) of the shift keys, the control key and the alternative key.

#### Calling Sequence:

CALL PRESED (LALT, LCTRL, LLSHFT, LRSHT)

#### Declarations:

LOGICAL LALT, LCTRL, LLSHFT, LRSHT

#### Argument Description:

LALT	(Output)	Returns .TRUE. if the Alt key is pressed, .FALSE. if it is not.
LCTRL	(Output)	Returns .TRUE. if the Control key is pressed.
LLSHFT	(Output)	Returns .TRUE. if the left shift key is pressed.
LRSHT	(Output)	Returns .TRUE. if the right shift key is pressed.

## 7.40 FILEN - Get File Names for a Directory (MS-DOS)

### Purpose:

Subroutine FILEN obtains the names and attributes of the files in a directory, based upon a file name mask. FILEN is called once for each file, until a status flag indicates that all files (matching the mask) have been found.

### Calling Sequence:

CALL FILEN (CMASK, IFATT, CMODE, CFNAME, IFSIZE, CFDATE,  
\* CFTIME, IATT, ISTAT)

### Declarations:

CHARACTER CMASK, CMODE\*1, CFNAME\*12, CFDATE\*6, CFTIME\*8  
INTEGER\*2 IFATT, IATT  
INTEGER\*4 IFSIZE

### Argument Description:

CMASK	(Input) The DOS mask used for defining file names, ending with a zero byte (e.g., CMASK//CHAR(0)). To search for all files (and subdirectories) in the current directory, use a mask of '*. *'//CHAR(0). To search for all ".OUT" files, use a mask of '*.OUT'//CHAR(0).
IFATT	(Input) The attributes of the files to search for, as defined in chapter 5 of the DOS Technical Reference Manual (page 5-11). To search for all normal files, set IFATT = 0.
CMODE	(Input) A flag to indicate if this is the first call, or a "next" call. If the first, set CMODE = 'F'. If a next call (after the first call), set CMODE = 'N'.
CFNAME	(Output) The name of the file found.
IFSIZE	(Output) The size of the file found, in bytes.
CFDATE	(Output) The last written date of the file, returned in a format of YYMMDD.
CFTIME	(Output) The last written time of the file, returned in a format of HH:MM:SS.
IATT	(Output) The attributes of the file, as described in chapter 5 of the DOS Technical Reference Manual (page 5-11).

ISTAT        (Output) A status flag returned as zero if a file was found  
              (and FILEN should be called again), or returned as one if no  
              more files were found (the search should be ended).

Remarks:

FILEN uses the DOS FIND FIRST (4EH) and FIND NEXT (4FH) functions for  
searching. Refer to the documentation of those functions in the Dos  
Technical Reference Manual for more information (chapter 6).

Example:

Find all files in the current directory with an extension of '.DAT'.  
Place these names in the character array CNAMES.

```
CHARACTER CFNAME*12, CFDATE*6, CFTIME*8, CNAMES(100)*12
INTEGER*2 IFATT, IATT
INTEGER*4 IFIZE

C
  NNAMES = 0
  CALL FILEN ('*.DAT'//CHAR(0), 0, 'F', CFNAME,
* IFSIZE, CFDATE, CFTIME, IATT, ISTAT)
  IF (ISTAT.NE.0) GO TO 100

C
  NNAMES = NNAMES + 1
  CNAMES(NNAMES) = CFNAME

C
10  CONTINUE
  CALL FILEN ('*.DAT'//CHAR(0), 0, 'N', CFNAME,
* IFSIZE, CFDATE, CFTIME, IATT, ISTAT)
  IF (ISTAT.NE.0) GO TO 100
  NNAMES = NNAMES + 1
  IF (NNAMES.GT.100) GO TO 900
  CNAMES(NNAMES) = CFNAME
  GO TO 10

C
100 CONTINUE

...
```

#### 7.41 GETPTH - Get the Current Path (MS-DOS)

##### Purpose:

GETPTH obtains the current path (directory), given the letter of the drive for the path desired.

##### Calling Sequence:

CALL GETPTH (CDRIVE, CPATH)

##### Declaration:

CHARACTER CDRIVE\*1, CPATH\*68

##### Argument Description:

CDRIVE      (Input)    The letter of the drive for the path desired.

CPATH      (Output)    The current path of that drive (including the drive letter). If no drive letter is specified in CDRIVE, or the drive letter is invalid, the default drive is used.

##### Example:

If:

    CALL GETPTH ('A', CPATH)

Then:

    CPATH = 'A:\MYDIR'

##### Remarks:

If CDRIVE is not a valid drive, or a blank, CPATH is returned with the default drive and path.

#### 7.42 GETDRV - Get the Default Drive (MS-DOS)

##### Purpose:

GETDRV obtains the default drive letter.

##### Calling Sequence:

CALL GETDRV (CDRIVE)

##### Declaration:

CHARACTER CDRIVE\*1

##### Argument Description:

CDRIVE      (Output)    The letter of the current default drive.

### 7.43 SETDRV - Set the Default Drive (MS-DOS)

#### Purpose:

SETDRV sets the default drive to the letter specified.

#### Calling Sequence:

CALL SETDRV (CDRIVE, IDRIVE)

#### Declaration:

CHARACTER CDRIVE\*1  
INTEGER\*2 IDRIVE

#### Argument Description:

CDRIVE      (Input)    The letter to set the default drive to.

IDRIVE      (Output)   The number of drives in the system.

## 7.44 CHDIR - Change Directory (MS-DOS)

### Purpose:

CHDIR changes the current directory to the directory specified. Refer to the CHDIR function (3BH) in the DOS Technical Reference Manual for more information (page 6-121).

### Calling Sequence:

CALL CHDIR (CDIR, ISTAT)

### Declarations:

CHARACTER CDIR  
INTEGER\*2 ISTAT

### Argument Description:

CDIR	(Input) The name of the directory to change to. This name must be terminated by a zero value byte (e.g., CDIR//CHAR(0)).
ISTAT	(Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.



## 7.45 MKDIR - Make Directory (MS-DOS)

### Purpose:

MKDIR creates the specified subdirectory. Refer to the MKDIR function (39H) in the DOS Technical Reference Manual for more information (page 6-119).

### Calling Sequence:

CALL MKDIR (CDIR, ISTAT)

### Declarations:

CHARACTER CDIR  
INTEGER\*2 ISTAT

### Argument Description:

CDIR	(Input) The name of the directory to create. This name must be terminated by a zero value byte (e.g., CDIR//CHAR(0)).
ISTAT	(Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.

## 7.46 RMDIR - Remove Directory (MS-DOS)

### Purpose:

RMDIR removes the specified subdirectory. Refer to the RMDIR function (3AH) in the DOS Technical Reference Manual for more information (page 6-120).

### Calling Sequence:

CALL RMDIR (CDIR, ISTAT)

### Declarations:

CHARACTER CDIR  
INTEGER\*2 ISTAT

### Argument Description:

CDIR	(Input) The name of the directory to remove. This name must be terminated by a zero value byte (e.g., CDIR//CHAR(0)).
ISTAT	(Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.

## 7.47 CRDIR - Create Directories (MS-DOS)

### Purpose:

CRDIR creates all the subdirectories of the specified path. This is different than MKDIR in that MKDIR creates only one directory, while CRDIR creates all the directories specified in the path (that do not already exist).

### Calling Sequence:

CALL CRDIR (CPATH, ISTAT)

### Declarations:

CHARACTER CPATH  
INTEGER\*2 ISTAT

### Argument Description:

CPATH        (Input) The path containing the directories to create. If the drive is not included, the default drive will be used.

ISTAT        (Output) A status parameter, set to zero if the call was successful. Nonzero error codes may be found on page 6-42 of the DOS Technical Reference Manual.

### Example:

CALL CRDIR ('D:\DIRA\DIRB\DIRC')

This is equivalent to:

MKDIR D:\DIRA  
MKDIR D:\DIRA\DIRB  
MKDIR D:\DIRA\DIRB\DIRC

## 7.48 GETSUP - Get Path of a Supplemental File (MS-DOS)

### Purpose:

GETSUP obtains the path for the specified file. Such a file would be one used by the calling program (e.g., the program help file), but whose exact location is unknown (depending on how the program was installed).

### Calling Sequence:

CALL GETSUP (CNAME, CPATH, NPATH)

### Declarations:

CHARACTER CNAME, CPATH  
INTEGER\*2 NPATH

### Argument Description:

CNAME	(Input) The name of the file to search for. If CNAME is blanked, GETSUP will look for the first existing path in the search order listed below.
CPATH	(Output) The complete path of the file, including the drive.
NPATH	(Output) The number of characters in CPATH. NPATH is returned with 0 if the file could not be found. If the number of actual characters in the path was more than the length of CPATH, NPATH is returned as -1.

### Remarks:

The search order of GETSUP is as follows:

1. Searches the Environment Table for HECSUP. If found, that directory is searched.
2. If the program resides in directory \HECEXE, the directory \HECEXE\SUP is searched.
3. The directory where the program resides.
4. The default directory is searched.

## 7.49 FSTENV/NXTENV - Get the Environment Table (MS-DOS)

### Purpose:

Subroutines FSTENV and NXTENV returns items in the environment table. FSTENV returns the first item in the table, and NXTENV returns subsequent items. Items in the environment table may include the PATH, and the prompt. A list of the item set will be displayed by executing the DOS 'SET' command.

### Calling Sequence:

```
CALL FSTENV (CITEM, NITEM)
CALL NXTENV (CITEM, NITEM)
```

### Declarations:

```
CHARACTER CITEM
INTEGER*2 NITEM
```

### Argument Description:

CITEM (Output) The Item from the environment table.

NITEM (Output) The number of characters in CITEM. NITEM is returned with 0 if there are no more items in the table. If the number of actual characters for the item was more than the length of CITEM, NITEM is returned as -1.

### Example:

```
C      Print out all items in the Environment Table
      CHARACTER CITEM*80
C
      CALL FSTENV (CITEM, NITEM)
      IF (NITEM.EQ.0) GO TO 100
      IF (NITEM.EQ.-1) GO TO 900
      WRITE (6, 10) CITEM(1:NITEM)
10     FORMAT (A)
C
20     CALL NXTENV (CITEM, NITEM)
      IF (NITEM.EQ.0) GO TO 100
      IF (NITEM.EQ.-1) GO TO 900
      WRITE (6, 10) CITEM(1:NITEM)
      GO TO 20
```

## 7.50 ICAT - Concatenate Two Bytes into One Word (MS-DOS)

### Purpose:

Integer function ICAT takes the lower bytes of two integer words and concatenates them into one integer word. The higher bytes of each word is ignored.

### Calling Sequence:

IWORD = ICAT (IHIGH, ILOW)

### Declarations:

INTEGER\*2 ICAT, IHIGH, ILOW

### Argument Description:

IHIGH	(Input) The lower byte of this integer word will be placed in the higher byte of ICAT.
ILOW	(Input) The lower byte of this integer word will be placed in the lower byte of ICAT.
ICAT	(Output) The concatenated word.

### Examples:

I = ICAT (1,0)  
ICAT returns I = 256

I = ICAT (0,1)  
ICAT returns I = 1

## 7.51 DCAT - De-concatenate One Word into Two Bytes (MS-DOS)

### Purpose:

Subroutine DCAT takes an integer word and de-concatenates it into the lower bytes of two integer words.

### Calling Sequence:

CALL DCAT (IWORD, IHIGH, ILOW)

### Declarations:

INTEGER\*2 IWORD, IHIGH, ILOW

### Argument Description:

IWORD	(Input) The integer word to be de-concatenated
IHIGH	(Output) The higher byte of IWORD (placed in the lower byte position of IHIGH with the higher byte zeroed).
ILOW	(Output) The lower byte of IWORD (placed in the lower byte position of ILOW with the higher byte zeroed).

### Examples:

CALL DCAT (256, IHIGH, ILOW)  
returns IHIGH = 1, ILOW = 0

CALL DCAT (255, IHIGH, ILOW)  
returns IHIGH = 0, ILOW = 255

## 7.52 DBITS - Determine Which Bits of a Byte are Set (MS-DOS)

### Purpose:

DBITS takes the lower byte of an integer words and determines which bits are set. The status of each bit is indicated by a 1 if that bit is on, or a 0 if that bit is off.

### Calling Sequence:

CALL DBITS (IBYTE, IB7, IB6, IB5, IB4, IB3, IB2, IB1, IB0)

### Declarations:

INTEGER\*2 IBYTE, IB7, IB6, IB5, IB4, IB3, IB2, IB1, IB0

### Argument Description:

IBYTE	(Input) The integer word of which the lower byte is to be used in determining which bits are set.
IB7	(Output) The status of the 7th (highest) bit. This integer is set to 1 if the bit is on, 0 if the bit is off.
IB6	(Output) The status of the 6th bit.
IB5	(Output) The status of the 5th bit.
IB4	(Output) The status of the 4th bit.
IB3	(Output) The status of the 3rd bit.
IB2	(Output) The status of the 2nd bit.
IB1	(Output) The status of the 1st bit.
IB0	(Output) The status of the 0th (lowest) bit.



## 8 Special Purpose Subroutines

This chapter describes those subroutines that are used for special purposes on Harris machines only. These subroutines are low-level subroutines that are not generally called by typical programs. Computer manuals are needed to use a considerable number of these subroutines.

## Harris Specific Subroutines

### 8.1 INFO2 - Get Information About this Session (Harris)

#### Purpose:

INFO2 returns several pieces of information about the current session. This includes such items as the PDN, the name of the program running, the priority of the program, the qualifier, the users name, and the starting time of the session.

#### Calling Sequence:

```
CALL INFO2 (CPTYPE, CPDN, IPDN, IPRIOR, CPROG,  
* CDQUAL, CSQUAL, CUNAME, CUNUMB, CSTIME)
```

#### Declarations:

```
CHARACTER CPTYPE*3, CPDN*3, CPROG*17, CDQUAL*8  
CHARACTER CSQUAL*8, CUNAME*12, CUNUMB*6, CSTIME*16  
INTEGER IPDN, IPRIOR
```

#### Argument Description:

CPTYPE (Output) The program type. CPTYPE will be returned as one of the following:  
    'INT' - Interactive  
    'CP ' - Control Point  
    'RT ' - Real Time

CPDN (Output) The physical device number that the program is running under. This is a three character string containing the PDN or the control point letter (e.g., ' 52', or ' F'). If the program is a real-time program, CPDN will contain the PDN that it was initiated from.

IPDN (Output) The physical device number in an integer representation. If the program is running at a control point, IPDN is returned as zero. If the program is real time, IPDN will be negative. If the program is running interactively, IPDN will be returned positive containing the PDN of the terminal.

IPRIOR (Output) The current priority of the session (e.g., 15).

CPROG (Output) The file name of the program executing. This is the complete name of the file of the program, including the qualifier. For example, '1000SYSS\*MYPROGX '.

CDQUAL (Output) The default qualifier set.

CSQUAL (Output) The qualifier the user signed-on under.

CUNAME (Output) The twelve character user's name associated with this session.

CUNUMB (Output) The six character user's number.

CSTIME (Output) The starting date and time of this session (or when this program was initiated, if a real time program). CSTIME is returned in the format: 'DD MMM YY HH:MM:SS'. For example: '16 JAN 86 14:30:15'.

Remarks:

Make sure the character variables declared are of the correct length, as shown in the declarations.

## 8.2 GRNSIZ - Get the Granule Size of a File (Harris)

### Purpose:

GRNSIZ returns the granule size of an assigned file.

### Calling Sequence:

CALL GRNSIZ (IUNIT, IGSIZE)

### Declarations:

INTEGER IUNIT, IGSIZE

### Argument Description:

IUNIT      (Input)    The unit number assigned to the file to determine  
                         the granule size of.

IGSIZE      (Output)   The granule size of the file.

### 8.3 FOPEN - Fast Open (Harris)

#### Purpose:

FOPEN opens a file without changing the last accessed or written date and time. This reduces the time in connecting to a file: FOPEN should only be called when time is of the essence. The file must have been previously assigned.

#### Calling Sequence:

CALL FOPEN (IUNIT, ISTAT)

#### Declarations:

INTEGER IUNIT, ISTAT

#### Argument Description:

IUNIT	(Input)	The unit number assigned to the file to open.
ISTAT	(Output)	A status parameter set to zero if the call was successful.

#### Remarks:

See the VOS I/O Services Manual section on \$I/O (function code '13) for more information and return status codes.

#### 8.4 GETQDD - Get the Qualifier Disc Directory of a File (Harris)

##### Purpose:

GETQDD returns a file's QDD (Qualifier Disc Directory) and similar information. This information includes the file name, size, last referenced date/time, etc.. Refer to the \$DASAVE command in the VOS System Services Manual for a complete list.

##### Calling Sequence:

CALL GETQDD (IAREA, IQUAL, IQDD)

##### Declarations:

INTEGER IAREA(2), IQUAL(2), IQDD(28)

##### Argument Description:

IAREA	(Input)	The file name, in truncated ASCII.
IQUAL	(Input)	The qualifier, in truncated ASCII.
IQDD	(Output)	The QDD and other information. This is the list of parameters that follows the \$DASAVE command. Note that PARLIST +0 corresponds to element 1 of array IQDD. Also note that the date and times are coded in a special format.

## 8.5 SYSLV - Get Current Operating System Level (Harris)

### Purpose:

SYSLV returns the current VOS operating system version. Only the first 3 characters of the level are returned.

### Calling Sequence:

```
CALL SYSLV (ILEVEL)
```

### Declaration:

```
INTEGER ILEVEL
```

### Argument Description:

ILEVEL (Output) The current operating system level returned in a Hollerith format (A3).

### Example:

```
CALL SYSLV (ILEVEL)  
WRITE (3, '(1X,A3)') ILEVEL
```

This is printed out as:

5.1

## 8.6 NXTLFN - Determine Units of All Files Assigned (Harris)

### Purpose:

NXTLFN will determine the unit numbers and open status of all files assigned. This is accomplished by calling NXTLFN several times, one for each unit, until NXTLFN indicates no more units are opened. Unit numbers are returned in a sequential order (beginning with unit 0).

### Calling Sequence:

CALL NXTLFN (IUNIT, IOPEN)

### Declarations:

INTEGER IUNIT, IOPEN

### Argument Description:

IUNIT      (Input-Output) To begin the search for files assigned, set IUNIT to negative one (-1). NXTLFN will return the unit number of each file assigned in IUNIT. When all files assigned have been determined, IUNIT will be returned as -1.

IOPEN      (Output) A flag indicating whether this file is opened or not. IOPEN is returned as 1 for an opened file, 0 if the file is not open.

### Example:

```
C      PRINT THE UNIT NUMBER OF ALL ASSIGNED FILES
      IUNIT = -1
10     CONTINUE
      CALL NXTLFN (IUNIT, IOPEN)
      IF (IUNIT.EQ.-1) GO TO 30
      WRITE (6,20) IUNIT, IOPEN
20     FORMAT (' UNIT ASSIGNED:',I4,' OPEN STATUS: ',I2)
      GO TO 10
C
30     CONTINUE
```



## 8.7 TRNSBK - Transmit a Break (Harris)

### Purpose:

TRNSBK sends a break to a physical device on an Async port. TRNSBK is typically used to send a break to a resourced modem.

### Calling Sequence:

CALL TRNSBK (IUNIT, ISTAT)

### Declarations:

INTEGER IUNIT, ISTAT

### Argument Description:

IUNIT	(Input)	The unit number connected to the PDN to send the break to.
ISTAT	(Output)	A status parameter, returned zero if no error occurred.

### Remarks:

The unit must be connected to an Async port. A break will not be sent on a TTY or CRT port.

## 8.8 SPINT - Send a Special Interrupt to a Program (Harris)

### Purpose:

Special Interrupt provides a means for two or more programs to communicate with each other. One program "interrupts" the other program (regardless of what it is doing), optionally passing a buffer of information.

Special interrupt is usually used with real-time programs. Refer to the \$SPINT documentation in the VOS System Services (Chapter 12) for information on interrupts. It is intended that the \$SPINT documentation be the primary source of information, and should be referenced along with this documentation.

### Subroutine Summary:

SPINIT	- Initialize special interrupts
SPINFO	- Get the information buffer
SPDID	- Define program identification
SPIP	- Initiate a sub-system program with special interrupts
SPTRIG	- Trigger a special interrupt
SPHINT	- Hold interrupts
SPRINT	- Release interrupts
SPWAIT	- Wait for interrupt
SPDLAY	- Wait a specified amount of time for an interrupt
IRETRN	- Return from an interrupt subroutine

### 8.8.1 SPINIT - Initialize Special Interrupts (Harris)

#### Purpose:

SPINIT enables special interrupts to be sent or received. SPINIT must be called prior to any other special interrupt routines, and before any interrupts take place. This is the \$SPINT function.

#### Calling Sequence:

CALL SPINIT (ILEVEL, IBUFF, sub-name, ISTAT)

#### Declarations:

INTEGER ILEVEL, IBUFF(9), ISTAT  
EXTERNAL sub-name

#### Argument Description:

ILEVEL	(Input) The group/level specification as defined in \$SPINT documentation. Bit 23 enables or disables the special interrupt.
IBUFF	(Input-Output) A nine word integer buffer, returned with the information defined in chapter 12.2.1 of the VOS System Services Manual.
sub-name	(Input) The name of the subroutine to execute when the program receives a special interrupt. This must be a literal, and must be defined as an external. Returns from this subroutine should be made by a call to IRETRN, instead of a FORTRAN RETURN.
ISTAT	(Output) A status parameter set to zero if the call was successful.

### 8.8.2 SPINFO - Get the Information Buffer Passed (Harris)

#### Purpose:

SPINFO retrieves the information buffer that was optionally passed to it via a SPTRIG call. This is the \$SPINFO function.

#### Calling Sequence:

CALL SPINFO (INFOB, NINFO, ISTAT)

#### Declarations:

INTEGER NINFO, INFOB(NINFO), ISTAT

#### Argument Description:

INFOB	(Output) The information buffer. This is an integer array, NINFO words long.
NINFO	(Input) The dimension of INFOB.
ISTAT	(Output) A status parameter set to zero if the call was successful.

### 8.8.3 SPDID - Define Program Identification (Harris)

#### Purpose:

SPDID defines the identifier (name) of the program. This is the \$DEFID function.

#### Calling Sequence:

CALL SPDID (INAME, ISTAT)

#### Declarations:

INTEGER INAME(2), ISTAT

#### Argument Description:

INAME	(Input) A six character Hollerith string containing the name or ID of the program for other programs to refer to.
ISTAT	(Output) A status parameter set to zero if the call was successful.

#### 8.8.4 SPIP - Initiate a Sub-System Program with Special Interrupts (Harris)

##### Purpose:

SPIP initiates a sub-system real-time program with special interrupts. It does not need to be called for programs not using a sub-system. This is the \$INITSS function.

##### Calling Sequence:

CALL SPIP (ITAREA, ITQUAL, IPRI, IPAR, IPID, ILEVEL,  
\* IBUFF, ISTAT)

##### Declarations:

INTEGER ITAREA(2), ITQUAL(2), IPRI, IPAR, IPID(2)  
INTEGER ILEVEL, IBUFF(9), ISTAT

##### Argument Description:

ITAREA	(Input) The file (area) name of the program to initiated, in truncated ASCII.
ITQUAL	(Input) The qualifier of the program's file name, in truncated ASCII.
IPRI	(Input) The priority to initiate it at.
IPAR	(Input) A parameter to be sent to the program via the "K" register.
IPID	(Input) A six character program identifier, as defined in the SPDID subroutine.
ILEVEL	(Input) The group/level word, as defined in the SPINIT subroutine.
IBUFF	(Input-Output) The nine word buffer define in the SPINIT subroutine.
ISTAT	(Output) A status parameter, set to zero if the call was successful.

### 8.8.5 SPTRIG - Trigger a Special Interrupt (Harris)

#### Purpose:

SPTRIG sends a special interrupt to another program. This is the same as the \$TRIGER function.

#### Calling Sequence:

CALL SPTRIG (IPID, INWORD, ILEVEL, INFOB, NINFO, ISTAT)

#### Declarations:

INTEGER IPID(2), INWORD, ILEVEL, INFOB(NINFO), ISTAT

#### Argument Description:

IPID	(Input) The identifier of the program to send the interrupt to. This is the same identifier used in the SPDID call (which the receiving program must have called).
INWORD	(Input) A single information word that is passed to the receiving program.
ILEVEL	(Input) The group/level word defined in the SPINIT call.
INFOB	(Input) When more than one word of information needs to be passed, the information is passed via this array. The receiving program obtains the array by a call to SPINFO.
NINFO	(Input) The number of words in INFOB to pass.
ISTAT	(Output) A status parameter, set to zero if the call was successful.

### 8.8.6 SPHINT - Hold Interrupts (Harris)

#### Purpose:

SPHINT holds interrupts so that they queue instead of interrupting the program. This is usually called after a program has been interrupted, so that another interrupt does not interrupt the current process. Interrupts are released by calling SPRINT. Returns from an interrupt processing subroutine should be made by a call to IRETRN, not a FORTRAN RETURN. This is the \$HPINT function.

#### Calling Sequence:

CALL SPHINT



#### 8.8.7 SPRINT - Release Interrupts (Harris)

##### Purpose:

SPRINT releases interrupts after a call to SPHINT is made. SPRINT should be called just prior to IRETRN. This is the \$RPINT function.

##### Calling Sequence:

CALL SPRINT

### 8.8.8 SPWAIT - Wait for Interrupt (Harris)

#### Purpose:

SPWAIT causes the program to wait until a special interrupt is received. The wait state will not be exited until a special interrupt is received or the program is aborted. This is the \$IWAIT function.

#### Calling Sequence:

CALL SPWAIT

### 8.8.9 SPDLAY - Wait a Specified Amount of Time for an Interrupt (Harris)

#### Purpose:

SPDLAY causes the program to wait a specified amount of time for an interrupt. If the time specified expires, a normal return will occur. If an interrupt is received, that interrupt will be processed, and any remaining time to wait will be canceled. This is the \$IDELAY function.

#### Calling Sequence:

CALL SPDLAY (NTICKS, ISTAT)

#### Declarations:

INTEGER NTICKS, ISTAT

#### Argument Description:

NTICKS      (Input) The number of clock ticks to wait. Clock ticks are given in 1/120th of a second.

ISTAT      (Output) A status parameter set to zero if the call was successful.

#### 8.8.10 IRETRN - Return from an Interrupt Subroutine (Harris)

##### Purpose:

IRETRN returns an interrupt processing subroutine to the calling program. IRETRN should always be called instead of the FORTRAN RETURN statement. This is the \$IRETRN function.

##### Calling Sequence:

CALL IRETRN

### 8.8.11 Special Interrupt Example:

The use of special interrupts can be quite involved. The following example briefly shows the order that the subroutines should be called in.

```
PROGRAM MYPROG
C
C This is a Real-time program that looks at a resourced port.
C When at least 10 characters arrives, it stores the data in a
C buffer and sends it to real-time program PRDATA
C via an interrupt.
C PRDATA may send info back to MYPROG.
C
EXTERNAL PROSUB
COMMON /INTBLK/ INTBUF(9)
INTEGER ITAREA, ITQUAL
C
DATA ILEVEL /'02000100/
DATA PID /6HMYPROG/
DATA PIDPR /6HPRDATA/
C
C Initialize interrupts (if a interrupt is received,
C PROSUB is called)
CALL SPINIT (ILEVEL, INTBUF, PROSUB, ISTAT)
IF (ISTAT.NE.0) GO TO 900
CALL SPDID (PID, ISTAT)
IF (ISTAT.NE.0) GO TO 900
C
C Initialize processing program "PRDATA"
CALL ATOTA (8H0000SYST, ITQUAL, 8)
CALL ATOTA (8HPRDATA , ITAREA, 8)
CALL SPIP (ITAREA, ITQUAL, 30, 0, PIDPR, ILEVEL, INTBUF, ISTAT)
IF (ISTAT.NE.0) GO TO 920
C
C Now resource the port, etc.
C . . .
C
C Assume that NCHS characters have arrived. Send them to PRDATA
C via an interrupt. (Send the number of characters
C as the information word)
CALL CHRHOL (CDATA, 1, N, IBUFF, 1)
NBUFF = (N-1)/3 + 1
CALL SPTRIG (PIDPR, N, ILEVEL, IBUFF, NBUFF, ISTAT)
C
C . . .
```

```

SUBROUTINE PROSUB
C
C   This subroutine is called if MYPROG is interrupted
C
C   INTEGER INFOB(100)
C
C   Hold any interrupts
C   CALL SPHINT
C
C   Get any information passed
C   NWORD = 100
C   CALL SPINFO (INFOB, NWORD, ISTAT)
C   Process that information
C   . . .
C
C   All done - go back to main program
C   First, release interrupts
C   CALL SPRINT
C   Now return, using IRETRN
C   CALL IRETRN
C   END

```

Program PRDATA would have similar calls and a similar PROSUB subroutine. Because PRDATA was initiated by SPIP, PRDATA does not need a SPINIT or SPDID call. If PRDATA was initiated via some other means (e.g., a call to TOADS), it should call SPINIT and SPDID, then notify MYPROG that it was initiated via a call to SPTRIG.

PRDATA's main loop may be a call to SPWAIT:

```

10    CONTINUE
      CALL SPWAIT
      GO TO 10

```

### 8.9 GETA - Get the A Register (Harris)

#### Purpose:

GETA returns the current value of the A software register.

#### Calling Sequence:

CALL GETA (IA)

#### Declaration:

INTEGER IA

#### Argument Description:

IA            (Output)   IA is returned with the current value of the A register.

### 8.10 GETE - Get the E Register (Harris)

#### Purpose:

GETE returns the current value of the E software register.

#### Calling Sequence:

CALL GETE (IE)

#### Declaration:

INTEGER IE

#### Argument Description:

IE            (Output) IE is returned with the current value of the E register.



### 8.11 GETK - Get the K Register (Harris)

#### Purpose:

GETK returns the current value of the K software register. The K register holds the program parameter passed to a real-time program. GETK will retrieve this parameter if it is the very first executable statement in the program.

#### Calling Sequence:

CALL GETK (K)

#### Declaration:

INTEGER K

#### Argument Description:

K            (Output) K is returned with the current value of the K register.

## 8.12 CHRLOC - Get the Address of a Character Variable (Harris)

### Purpose:

CHRLOC is a low level routine that returns the equivalent integer address and length of a character variable. This subroutine is usually used for machine specific low level operations.

### Calling Sequence:

CALL CHRLOC (CHR, IWADD, IPOS, ILEN)

### Declarations:

CHARACTER CHR  
INTEGER IWADD, IPOS, ILEN

### Argument Description:

CHR	(Input) The character variable.
IWADD	(Output) The equivalent integer word address of the character variable.
IPOS	(Output) The byte position within IWADD of the variable. IPOS may range from 1 to 3, with 1 being the left-most byte.
ILEN	(Output) The length of the character variable, in bytes.

### 8.13 OPTSET - Set Program Options (Harris)

#### Purpose:

OPTSET sets the option word for a program. This is normally called during chaining.

#### Calling Sequence:

CALL OPTSET (IBITS)

#### Declaration:

INTEGER IBITS

#### Argument Description:

IBITS      (Input) The option word to be set, with bits indicating which letter option is set. Bit 0 corresponds to option A, bit 23 corresponds to option X.

## MS-DOS Specific Subroutines

### 8.14 MEMSIZ - Memory Size (MS-DOS)

#### Purpose:

MEMSIZ returns the amount of RAM installed in the computer. This is not the amount of free memory available.

#### Calling Sequence:

CALL MEMSIZ (IMEM)

#### Declaration:

INTEGER\*2 IMEM

#### Argument Description:

IMEM        (Output)    The amount of RAM, in kilobytes (e.g., 640).

### 8.15 KEYBRD - Keyboard Interrupt (MS-DOS)

#### Purpose:

The subroutine KEYBRD provides direct access to the BIOS keyboard control. Refer to section 5 of the IBM Technical Reference Manual for information regarding this (page 5-46).

#### Calling Sequence:

CALL KEYBRD (IAX, IBX, ICX, IDX, IFLAGS)

#### Declarations:

INTEGER\*2 IAX, IBX, ICX, IDX, IFLAGS

#### Argument Description:

IAX	(Input-Output)	The AX register.
IBX	(Input-Output)	The BX register.
ICX	(Input-Output)	The CX register.
IDX	(Input-Output)	The DX register.
IFLAGS	(Input-Output)	The FLAGS register.

## 8.16 VIDEO - Video Interrupt (MS-DOS)

### Purpose:

The subroutine VIDEO provides a direct access to the BIOS display control. Refer to section 5 (I/O Support: Display) of the IBM Technical Reference Manual for information.

### Calling Sequence:

CALL VIDEO (IAX, IBX, ICX, IDX)

### Declarations:

INTEGER\*2 IAX, IBX, ICX, IDX

### Argument Description:

IAX	(Input-Output)	The AX register.
IBX	(Input-Output)	The BX register.
ICX	(Input-Output)	The CX register.
IDX	(Input-Output)	The DX register.

### 8.17 GETPSP - Get Program Segment Prefix (MS-DOS)

#### Purpose:

GETPSP returns the segment address of the program segment prefix (PSP). Refer to chapter 7 of the DOS Technical Reference Manual for more information.

#### Calling Sequence:

CALL GETPSP (ISEG)

#### Declaration:

INTEGER\*2 ISEG

#### Argument Description:

ISEG        (Output)   The segment address of the PSP.

### 8.18 PEEKB - Get Byte from PSP (MS-DOS)

#### Purpose:

PEEKB returns the value of the byte from the memory location specified.

#### Calling Sequence:

CALL PEEKB (ISEG, IOFF, IVAL)

#### Declarations:

INTEGER\*2 ISEG, IOFF, IVAL

#### Argument Description:

ISEG	(Input)	The segment address of the PSP.
IOFF	(Input)	The offset from ISEG, in bytes.
IVAL	(Output)	The value of the byte in memory at that location (given in the lower byte of IVAL).



### 8.19 PEEKW - Get Word from PSP (MS-DOS)

#### Purpose:

PEEKW returns the value of the word from the memory location specified.

#### Calling Sequence:

CALL PEEKW (ISEG, IOFF, IVAL)

#### Declarations:

INTEGER\*2 ISEG, IOFF, IVAL

#### Argument Description:

ISEG	(Input)	The segment address of the PSP.
IOFF	(Input)	The offset from ISEG, in bytes.
IVAL	(Output)	The value of the word in memory at that location.

## 8.20 POKEB - Set Byte in PSP (MS-DOS)

### Purpose:

POKEB sets a byte in the memory location specified.

### Calling Sequence:

CALL POKEB (ISEG, IOFF, IVAL)

### Declarations:

INTEGER\*2 ISEG, IOFF, IVAL

### Argument Description:

ISEG	(Input)	The segment address of the PSP.
IOFF	(Input)	The offset from ISEG, in bytes.
IVAL	(Input)	The value of the byte to set (in the lower byte of IVAL).

## 8.21 POKEW - Set Word in PSP (MS-DOS)

### Purpose:

POKEW sets a word in the memory location specified.

### Calling Sequence:

CALL POKEW (ISEG, IOFF, IVAL)

### Declarations:

INTEGER\*2 ISEG, IOFF, IVAL

### Argument Description:

ISEG	(Input)	The segment address of the PSP.
IOFF	(Input)	The offset from ISEG, in bytes.
IVAL	(Input)	The value of the word to set.

## 8.22 INPB - Read a Byte from a Port (MS-DOS)

### Purpose:

INPB reads a byte (imports) from the specified hardware port.

### Calling Sequence:

CALL INPB (IPORT, IVAL)

### Declarations:

INTEGER\*2 IPORT, IVAL

### Argument Description:

IPORT      (Input)    The port to read the byte from.

IVAL      (Output)    The value of the byte read (in the lower byte of IVAL).

### 8.23 INPW - Read a Word from a Port (MS-DOS)

#### Purpose:

INPW reads a word (inports) from the specified hardware port.

#### Calling Sequence:

CALL INPW (IPORT, IVAL)

#### Declarations:

INTEGER\*2 IPORT, IVAL

#### Argument Description:

IPORT      (Input)    The port to read from.

IVAL      (Output)    The value of the word read.

#### 8.24 OUTPB - Write a Byte to a Port (MS-DOS)

##### Purpose:

OUTPB writes a byte (outports) to the specified hardware port.

##### Calling Sequence:

CALL OUTPB (IPORT, IVAL)

##### Declarations:

INTEGER\*2 IPORT, IVAL

##### Argument Description:

IPORT        (Input)    The port to write the byte to.

IVAL        (Output)   The byte to write (in the lower byte of IVAL).

## 8.25 OUTPW - Write a Word to a Port (MS-DOS)

### Purpose:

OUTPW writes a word (outports) to the specified hardware port.

### Calling Sequence:

CALL OUTPW (IPORT, IVAL)

### Declarations:

INTEGER\*2 IPORT, IVAL

### Argument Description:

IPORT      (Input)    The port to write the word to.

IVAL        (Output)   The word to write.

Appendices



## Appendix A

### Obsolete Subroutines

The following subroutines are no longer supported. However, they currently remain in HECLIB for compatibility. Programs accessing these subroutines should be updated. These subroutines will be removed from the library in the future.

<u>Subroutine</u>	<u>Replaced By</u>
A4TOCH	none
CHABLK	CHRBLK
CHAFIL	CHRFIL
CHARFL	CHRFIL
CHTOA4	none
CIJOB	CIJOBE
CLOSE	FORTRAN CLOSE (or GIOP)
COMPAR	FORTRAN .EQ.
CREAT	CREAF
DEFDRV	GETDRV
DISECT	none
ILSTR	FORTRAN INDEX
IYMDML	YMDDAT
JULMIL	JULDAT
JULML9	JULDAT
LASTCH	CHRLNB
LOCKST	CPLOCK
LSAME	FORTRAN .EQ.
MILJUL	DATJUL
MLIYMD	DATYMD
MOVSTR	FORTRAN -
OPENFL	FORTRAN OPEN (or GIOP)
PDN	TRMTYP
STDINS	none
STRBLK	CHRBLK
STRMOV	FORTRAN -
TOUPC	UPCASE
XPARMS	ATTACH

## Appendix B

### Summary of Subroutine Calling Sequences

<u>ABORT</u> - Issue a Program Abort . . . . .	7-22
CALL ABORT	
<u>ANREAD</u> - Perform a Prompted Read. . . . .	3-2
CALL ANREAD (IUNIT, CPROMPT, NPROMPT, CLINE, NLINE)	
<u>ASCTRL</u> - ANSI Screen Control (Harris) . . . . .	3-21
CALL ASCTRL (IUNIT, CFUN, IARG1, IARG2)	
<u>ASSIGS</u> - Assign a File in a Shared Mode (Harris). . . . .	2-25
CALL ASSIGS (IUNIT, CNAME, IERR)	
<u>ASSIGX</u> - Assign a File in an Exclusive Mode (Harris). . . . .	2-24
CALL ASSIGX (IUNIT, CNAME, IERR)	
<u>ATTACH</u> - Attach Files to Units via Execution Line Parameters. . . . .	2-2
CALL ATTACH (IUNIT, CKEYWD, CDEFLT, CONTRL, CNAME, IOSTAT)	
<u>ATTEND</u> - End of ATTACH Calls. . . . .	2-7
CALL ATTEND	
<u>ATTSET</u> - Set ATTACH Information . . . . .	2-8
CALL ATTSET (CLINE)	
<u>BRKOFF</u> - Turn the Break Key Off (Harris). . . . .	3-27
CALL BRKOFF	
<u>BRKON</u> - Turn the Break Key on (Harris). . . . .	3-28
CALL BRKON	
<u>CASSIG</u> - Assign a Unit to a File (Harris) . . . . .	2-23
CALL CASSIG (IUNIT, CNAME, IERR)	
<u>CCREAT</u> - Create a File. . . . .	2-14
CALL CCREAT (CNAME, IGRAN, IPACK, ITYPE, IERR)	
<u>CDATE</u> - Get the Current Date. . . . .	4-22
CALL CDATE (CCDATE)	
<u>CDELET</u> - Delete a File. . . . .	2-15
CALL CDELET (CNAME, IERR)	
<u>CH2HOL</u> - Convert a String to Hollerith (on Word Boundaries) . . . . .	5-36
CALL CH2HOL (CSTR, IHOL, NWORDS)	
<u>CHAIN3</u> - Chain from One Program into Another (Harris) . . . . .	7-34
CALL CHAIN3 (CFROM, NFROM, CTO, NTO)	

<u>CHDIR</u>	- Change Directory (MS-DOS) . . . . .	7-55
CALL CHDIR (CDIR, ISTAT)		
<u>CHMOD</u>	- Change a File Mode (MS-DOS) . . . . .	2-43
CALL CHMOD (CNAME, IFATT, IFUN, ISTAT)		
<u>CHRBK1</u>	- Backstore Characters (Harris). . . . .	3-11
CALL CHRBK1 (CSTR, NSTR)		
<u>CHRBK1</u>	- Fill a Character String with Blanks. . . . .	5-2
CALL CHRBK1 (CSTR)		
<u>CHRFIL</u>	- Fill a Character String with a Specified Character . . . . .	5-3
CALL CHRFIL (CSTR, CHR)		
<u>CHRFIL</u>	- Flush Characters in Type-ahead Buffer (Harris) . . . . .	3-12
CALL CHRFIL		
<u>CHRFN1</u>	- Finish Character I-O (Harris). . . . .	3-7
CALL CHRFN1		
<u>CHRHOL</u>	- Convert a String to Hollerith (on Byte Boundaries) . . . . .	5-34
CALL CHRHOL (CSTR, IBEG, ILEN, IHOL, NBEG)		
<u>CHRT1</u>	- Initialize Character I-O (Harris). . . . .	3-6
CALL CHRT1 (IUNIT, IBUFF, NUBFF)		
<u>CHRLNB</u>	- Locate the Last Non-blank Character. . . . .	5-4
CALL CHRLNB (CSTR, ILAST)		
<u>CHRLOC</u>	- Get the Address of a Character Variable (Harris) . . . . .	8-26
CALL CHRLOC (CHR, IWADD, IPOS, ILEN)		
<u>CHRRD1</u>	- Read Characters, Waiting for at Least One (Harris) . . . . .	3-9
CALL CHRRD1 (CSTR, NSTR)		
<u>CHRR11</u>	- Read Characters Without Waiting for a Character (Harris) . . . . .	3-10
CALL CHRR11 (CSTR, NSTR)		
<u>CHRS11</u>	- Request Status on Last Operation, Without Wait (Harris). . . . .	3-15
CALL CHRS11 (ISTAT, JSTAT)		
<u>CHRST1</u>	- Request Status on Last Operation (Harris). . . . .	3-14
CALL CHRST1 (ISTAT, JSTAT)		
<u>CHRW11</u>	- Write Without Waiting for Completion (Harris). . . . .	3-13
CALL CHRW11 (CSTR, NSTR)		
<u>CHRW1</u>	- Write Individual Character(s) to a Terminal (Harris). . . . .	3-5
CALL CHRW1 (IUNIT, CSTR, NSTR)		
<u>CHRW11</u>	- Write Character(s) (Harris). . . . .	3-8
CALL CHRW11 (CSTR, NSTR)		

<u>CIJOBE</u>	- Initiate a Batch Job (Harris).	7-25
CALL CIJOBE (CNAME, CPASS, IERR)		
<u>CJSTR</u>	- Center Justify a Character String	5-33
CALL CJSTR (CSTR1, NBEG1, NLEN1, CSTR2, NBEG2)		
<u>CKANSI</u>	- Check If Terminal is ANSI (Harris)	3-20
CALL CKANSI (IUNIT, LANSI)		
<u>CLINES</u>	- Get the Number of Lines of a Terminal Screen (Harris).	3-19
CALL CLINES (NLINES)		
<u>CLOSF</u>	- Close a File (MS-DOS)	2-37
CALL CLOSF (IHANDL, ISTAT)		
<u>CNTRLX</u>	- Interrupt a Program by Pressing Control-X (Harris)	7-28
CALL CNTRLX (\$statement)		
<u>COPCOM</u>	- Execute an OPCOM Command (Harris).	7-27
CALL COPCOM (COMAND, IERR)		
<u>CPARMS</u>	- Get Command Line Parameters (MS-DOS)	7-42
CALL CPARMS (CLINE, NLINE)		
<u>CPLOCK</u>	- Control the Caps Lock Key (MS-DOS)	7-47
CALL CPLOCK (CFLAG, LSTATE)		
<u>CRDIR</u>	- Create Directories (MS-DOS)	7-58
CALL CRDIR (CPATH)		
<u>CREAF</u>	- Create a File (MS-DOS).	2-36
CALL CREAF (CNAME, IFATT, IHANDL, ISTAT)		
<u>CRENAM</u>	- Rename a File.	2-16
CALL CRENAM (COLDN, CNEWN, IERR)		
<u>CRETYP</u>	- Retype the Attributes of a File (Harris)	2-21
CALL CRETYP (CNAME, IBITS, ILEVEL, IERR)		
<u>CRTN</u>	- Contingency (Error) Return (Harris).	7-29
CALL CRTN (subroutine-name, IENABL)		
<u>CSPOOL</u>	- Spool a file to a Physical Device (Harris)	7-26
CALL CSPOOL (CNAME, IPDN, IERR)		
<u>CSTAT</u>	- Pick Apart an I-O Service Status (Harris)	2-20
CALL CSTAT (ISTAT, IOK, LOK, LEOF, LOPEN, LXDISC, IWC, LWCNC)		
<u>CTIME</u>	- Get the Current Time.	4-23
CALL CTIME (CCTIME)		
<u>CURTIM</u>	- Get the Current Julian Date and Time	4-19
CALL CURTIM (JULIAN, MINUTE)		

<u>DATIME</u>	- Get Current Date and Time. . . . .	4-20
CALL DATIME (IYEAR, JDAY, ITENTH)		
<u>DATJUL</u>	- Convert a Character Date to Julian . . . . .	4-4
CALL DATJUL (CDATE, JULIAN, IERROR)		
<u>DATYMD</u>	- Convert a Character Date to Integer-Year-Month-Day . . . . .	4-2
CALL DATYMD (CDATE, IYEAR, IMONTH, IDAY, IERROR)		
<u>DBITS</u>	- Determine Which Bits of a Byte are Set (MS-DOS) . . . . .	7-63
CALL DBITS (IBYTE, IB7, IB6, IB5, IB4, IB3, IB2, IB1, IB0)		
<u>DCAT</u>	- De-concatenate One Word into Two Bytes (MS-DOS). . . . .	7-62
CALL DCAT (IWORD, IHIGH, ILOW)		
<u>DIBIN</u>	- Display a number as Binary. . . . .	7-13
CALL DIBIN (IUNIT, NUMBER)		
<u>DKBFCL</u>	- Disk-Buffer Close (MS-DOS) . . . . .	2-31
CALL DKBFCL (IHANDL, IBUFF, ISTAT)		
<u>DKBFCL</u>	- Disk-Buffer Create (or Truncate) File and Open (MS-DOS). . . . .	2-30
CALL DKBFCL (IHANDL, CNAME, IBUFF, NBUFF, ISTAT)		
<u>DKBFOP</u>	- Disk-Buffer Open (MS-DOS). . . . .	2-29
CALL DKBFOP (IHANDL, CNAME, IBUFF, NBUFF, ISTAT)		
<u>DKBFPS</u>	- Disk-Buffer Position (MS-DOS). . . . .	2 34
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